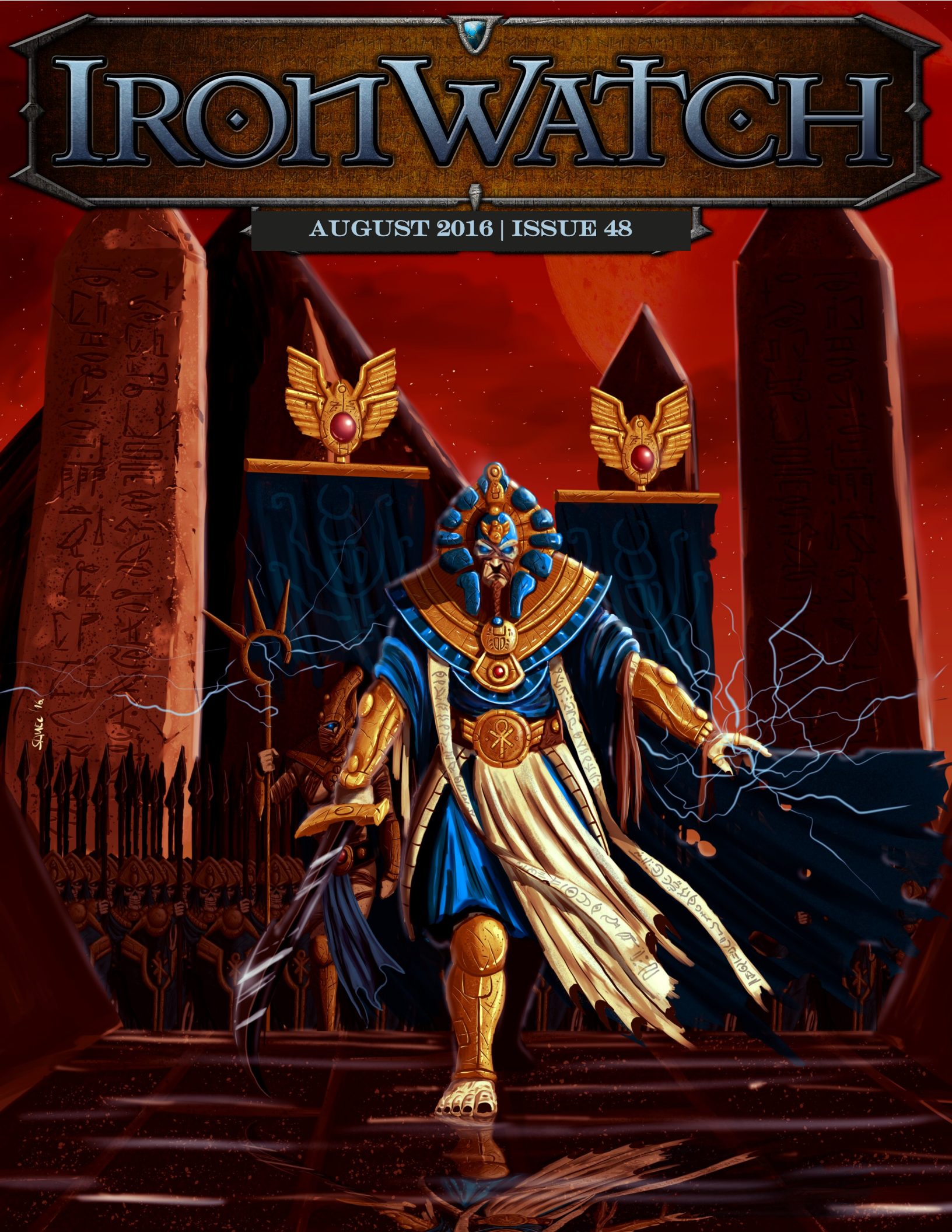
# IronWatch

AUGUST 2016 | ISSUE 48



# CONTRIBUTORS

Aaron Leahy — “Sardonic Wolf”
Aaron Magno — “sewersaint”
Adam Morrow
Alex Visentin — “reVenAnt”
Alex Younger
Alistair Moore — “platemail”
Andrew Evans
Andre Kritzinger—”Stratego”
Andy Beckett — “Needles”
“Arcaneshield”
Austin Peasley — “darkPrince010”
“Azazelx”
Ben Stoddard
Bil — “Orcsbain”
Blake Earle
Boris Samec — “Thane Bobo”
Brad P.
C.A. Monteath-Carr — “Owesome”
Cedric Boudoya — “Boston Miniatures”
Chris Cousen — “Mister C”
Chris Davis—”Geist”
Chris Livingstone — “stlwarrior”
Chris Schlumpberger — “Darkover”
Christopher Verspeak
Ciaran Darcy
Claudia Zuminich
“C M Minis”
“Cornonthecob”
Craig Johnson — “Spooney85”
Daniel — “Darklord”
Daniel King
Dave Johns
David Reid
Davyd P. Nash
Dennis Browning-Saunders
Donn Turner
Douglas Thoin
Doug Newton-Walters — “Hellebore”
“Dusty”
“Dwarf Giant”
E. McIlraith — “Crow”
Frederic Ramirez
Gareth Humphreys
Gary Bomhoff
Geoff Burbidge
George Adsett-Knutsen
Gerry Lee
Glenn Allan
Grant Mahoney
Giuseppe Aquino — “Walac”
Guido Quaranta
Guillaume Bertin
Guy Sodin
Ian Powell
“imm0rtal reaper”
Jack Evans — “ManticfanboyLAD”
James Hewitt
Jamie O’Toole
Jason Flint — “Weedy Elf”
Jason Moorman
Jim Kew
Joe Ketterer
Joe Murphy
John Cousen—”Mister C.”
John Hoyland — “katzbalger”
Jonathan Faulkes
Jonathan Hicks — “jontheman”
Jonathan Peace
Jon Peletis
Jose Manuel Chasco Gonzalez
Josselin Amoravain — “Joss”
Juanje
Kara Brown
Keith Mullumby
Kenny Moncrieff
“left64”
Leon Lynn
Liam Markey
“Maccwar”
Malcolm Blackwell
Marcel Popik — “marseall”
Marek Vlha—”Paboook”
Maren Wolff
Mark Peasley
Mark Relf
Mark Smith — “scarletsquig”
Mark Zielinski
Mart Hooiveld — “MArtyDagger”
Martin Geibner — “Summoning”
Matt — “Dustcrusher”
Matt Gilbert — “mattjgilbert”
Matthäus Mieczkowski —“Max Jet”
Matt Adlard
Matthew Beer
Matthew Lindsay
Matt I. — “JoV”
Maxwell McDougall — “Lord Marcus”
Mel Bose—”The Terrain Tutor”
Michael Carter — “puggimer”
Michael DeFranco —“MDSW”
Mike Carter
Mike Tittensor
“Nathan”
Neil Dixon
Neil Jones
Nick Williams — “Daedle”
Nicodemus Sandberg —”Karadram”
Olaf Bressel
“OnePageAnon”
“Panda”
Patrick Lefevre—
”Patrick the Betrayer”
Paul Mitchell
Paul Mullis — “Osbad”
Paul Scott
Pete Harrison
Pete Kijek — “Pathfinder Pete McF”
Peter Bogdasarian
Peter Grose
Peter—”Tek Thornisson”
Raffaele Passarelli
Raymond Mercer
Richard August
Richard Rimington—”Rimmo”
Rob Allen — “Briohmar”
Rob Burnam
Robert Dunham
Rob Phaneuf
Rob Taylor
“Rogue General Hunter”
Russell Barnes—”Spruce”
Ryan Shaw — “The Dire Troll”
Sharad Vora
Shane Baker — “Shaneimus”
“Skolo”
“Sneaky Chris”
Steicy Jourdan
Stuart Smith — “Merlin”
“Sukura636”
Taylor Holloway
Tristan Coulson — “TSNC”
Vane Dolenc—”lord_blackfang”
Vincent Pascaud
Wes Shipley

# ABYSSAL TIDINGS

## A MESSAGE FROM THE EDITOR

Welcome back to another thrilling issue of the **IRONWATCH** fan magazine! This issue we've got lots of stories, Dungeon Saga content, supplements for Kings of War, and more!

As you may have noticed, we've released the Deluxe rulebook for **THE STAR-STRUCK CITY** ruleset. It's available for free, so check it out at the link above! We're incredibly excited to bring the first ruleset for the Ironwatch Games project into full color; just as with **IRONWATCH** Magazine issues, the Deluxe rulebook is free to download. We've also been diligent to make sure the print file for hard-copy printing is error free, so if you're looking for a coffee table copy, check out the book on Lulu for an affordable, at-cost option!

Lastly, while we'll be posting a more in-depth discussion of this in our 2016 State of the Watch in a few days, we are refocusing to release some contant fans have asked for, like Annual editions and story collections for both the Kings of War as well as Warpath universes. Keep an eye out for those over the coming months as we get those polished and up for release!

As always, whether you're a new recruit or an old veteran, thanks for reading, and Welcome to the Watch!

-Austin

*Cover art by Boris Samec*
*Title art by Mark Peasley*

*Contact us and submit articles at:*
***ironwatchmagazine@gmail.com***

*Please note that, while we here at* **Ironwatch** *attempt to deliver you the best products and ideas we can, we cannot guarantee the balance of any scenarios or special rules presented herein. If you find any errors, grammar mistakes, or rule imbalances, please contact us on the Mantic Forums (Look for the discussion labeled "Ironwatch Issue X Feedback") and let us know what we could do to improve your fan-produced magazine. If you are interested in writing, illustrating, or editing for our magazine, please let us know on the feedback discussion as well so you can get in on the action!*

All models used in this publication are from the respective author's own personal collections, and any models displayed herein are not intended to challenge the status of the copyrights of their respective owners. All rights are reserved to their respective owners.

# TABLE OF CONTENTS

## IRONWATCH


Iron Forge ..... 5
*See the amazing array of top tier paintjobs from our team of professional-quality painters.*

The Mantic Calendar ..... 9
*Learn what Mantic related events and tournaments are upcoming in your area.*

Advertisements ..... 71
*Our section where you can advertise your local Mantic game group or store for free!*


## KINGS OF WAR


Dungeon Saga: Hordin's Last Call, by Glenn Allan ..... 11
*These scenarios follow the bartender of the Adventurer's Rest tavern, as he and some associates attend to some unfinished business*

The order of Maurice Episode 1: Just Desserts, by Ben Stoddard ..... 23
*A convicted thief and vagabond fins himself in some new company*

Road to the Rumble part 2, by David Reid ..... 30
*This issue, David talks us through logistics planning for tournament events, transportation, and volunteer coordination*

Kings of War: The Might of Old, by Vane Dolenc ..... 46
*Adding four new armies to this ongoing set of supplements, Vane provides new units, artifacts, and spells to use with even more armies*

Dungeon Saga: Engineer, by Brad P. ..... 39
*Brad has kindly provided rules for an all-new Dungeon Saga hero class*


## WARPATH


Deadzone: The Cleansing, Part Four, by Matthew Lindsay ..... 42
*While Rylor Ing prepares to return to the Deadzone, his new commanders have some troubling details to discuss for the mission*

*LOKA Ice chess set by Paul Scott*

# THE IRON FORGE

Welcome back to the Iron Forge.

On display this month for you we have Marcel Popik and his intimidating Enforcer Captain and Plague Strider. Keep tuned in next month for more fantastic models, and if you have some painted Mantic minis you'd like featured to possibly become an Iron Forge artist, please email high resolution photos of your miniatures to ironwatchmagazine@gmail.com.

Please include your name and/or Mantic forum name. You can also provide descriptions of your paint jobs and titles if you'd like!

*Starkiron Tony Dreadball player by Darren Lysenko*

# MARCEL POPIK

# MARCEL POPIK

# MARCEL POPIK

# MANTIC CALENDAR

If you have Mantic-related events or tournaments you'd like to add, please PM Matt Gilbert or Austin Peasley on the forums or **email us** with your event's date, time, location, cost, a brief description, and a URL for more information.

Please note that this list is not exhaustive and indicates where Mantic games are being enjoyed, and not necessarily where Mantic will be making an official appearance (Save for the Mantic HQ, of course!).

## September

**9/10** **(Madrid) Nacional Kings of War**
From 8:00 AM 9/10 to 5:00 PM 9/12
This Kings of War tournament is a "Freak Wars Event"
Rivas-Vaciamadrid, Madrid, España

*By "Boston Miniatures"*

*By Dave Johns*

## October

**10/21** **Refugees of the Olde World**

From 8:00 AM 10/21 to 5:00 PM 10/22

Entry fee is $30, and only 14 slots are available.

This will be a 2000 point Kings of War tournament. Multiple army, generalship, and door prizes will be awarded.

52 East Main Street, Rexburg, ID, USA

*By Paul Mullis*

# DUNGEON SAGA
# HORDIN'S LAST CALL

**By Glenn Allan**

*Hordin used to be an adventurer until he took an axe to the knee. Nowadays he spends his time as the proprietor of the Adventurer's Rest tavern. Of course, this is no easy task, as his daily duties usually include stopping brawls, tossing out less than talented bards and cleaning up the mess of adventurers who are looking to spent a little too much of their loot on his famous range of ales.*

*These are some of the more simple duties for the tavern owner, as he also has to deal with the occasional assassination attempt from those who hold grudges from his adventuring days or the odd greenskin siege.*

*So, every now and then, when the bell rings for last calls, Hordin, along with his loyal mastiff Gnasher, will pull on his beaten old boots for yet another adventurer.*

**The Hall of Yarback—Map Key**

Door/Double Door: Combat Dice 3, Armor 3
Wall: Does not lead into next room
Chests: All are Combat Dice 2, Armor 2

- Chest H: Contains a Healing Potion
- Chest B: Contains a Battle Potion

AZ: Armored Zombie
PoB: Pile of Bones
Z: Zombie
SA: Skeleton Archer
SW: Skeleton Warrior
Rev: Dwarf Revenant

**Dungeon Saga Scenario: The Hall of Yarback**

The heroes must delve deep into the ruins of an ancient dwarf lord's drinking hall, and retrieve the last remaining kegs of the fabled Trollsmasher Ale.

*The tavern doors swung open and a hooded dwarf ranger hurried towards the bar to meet Hordin.*

*"Hordin, I would have words!...I've found it! I've found the entrance to the drinking hall of old Lord Yarback! See here!" he said, panting*

*out of breath as he brought out a battered leather map. Hordin looked over it with his remaining eye and stroked his beard.*

*"Hmmm, if this is truly the hall of Yarback, forgotten for a century, then the kegs of Trollsmasher, the finest ale ever brewed by Darick Pyntmaester, might still be down there. It was said this was a gift to Lord Yarback on the opening of his drinking hall, but a foul curse was placed on all those who celebrated that night!...Do you think you can lead me there Taryn?"*

*A loud bellowing laughter came from the closest table, where a scarred dwarf berserker jumped out of his seat, spilling the beer on his companion.*

*"Ha! You two think you can just stroll into the ruins of Yarback? Good luck! Braver dwarves than you have tried to search for them and non-have lived to tell about it!"*

*Hordin flung a wet cloth at the berserker.*

*"We will go and we will return! You're more than welcome to join us, if you're not a goblin spine!"*

*The berserker slammed an axe deep into his table in anger.*

*"Goblin spine?! Lead the way, master barkeeper, and I'll show you who's a goblin spine!"*

**Heroes**

Hordin the barkeeper, Taryn the ranger, Drudwyn the berserker lord and Rodric the Ironguard are used in this adventure.

Hordin the bartender has Move 5, Combat Dice 3, Shooting Dice Short Range 2, Armor 1 and injures after 3 Wounds. He has the Slam, Stalwart (1), and Tough Combat Abilities

Feat: Fetch

Gnasher loves nothing better than chewing on a nice bone! When the model uses Fetch all adjacent Pile of Bones are immediately removed from the game.

Taryn the ranger has Move 6, Combat Dice 2, Shooting Dice Long Range 4, Armor 3 and injures after 2 Wounds. He has the Sure Shot (2) Combat Ability

Drudwyn the berserker lord has Move 6, Combat Dice 5, Armor 2 and injures after 3 Wounds. He has the Frenzy (1) Combat Ability and 1 Haste Potion

Rodric the Ironguard has Move 6, Combat Dice 4, Armor 4 and injures after 4 Wounds. He has the Slam Combat Ability

**Overlord**
This adventure uses the Standard and Necromancer Overlord cards from the boxed game.

Overlord Command Cards: 22
Commands per Turn: 2
Raise Dead Limits: Skeleton Warriors (max 4), Skeleton Archers (max 2)

Lord Yarback, Dwarf Revenant Lord, has Movement 4, Combat Dice 4, and Defence 3. He has the Stalwart (1) and Hammer Time Combat Abilities, and the Living Sword Magic Item Weapon. Wounds OOOOO

**Victory**
Heroes: Retrieve all four kegs of Trollsmasher Ale.

Overlord: Cripple Hordin

**Special Rules**
The kegs of Trollsmasher Ale are represented on the board with the barrel furniture. Only Hordin can retrieve these kegs, as only he knows which ale is the legendary Trollsmasher ale. When he is in an adjacent square to a keg, he can use an action to retrieve it.

**Tactical Thoughts**
Hordin's main responsibility in this adventure is to gather the kegs of ale. Keep him busy with this while his companions deal with the fighting. Make use of Rodric's Slam ability to make a clear path for Hordin and Taryn's ranged attacks to keep monsters at bay.

Drudwyn's armor may make him seem fragile, but with his strength and Frenzy ability, he's a killing machine. Don't be afraid to send him off on his own and get some of those doors open for Hordin.

**Aftermath**
*Hordin grabbed the remaining keg and slung it over his shoulder.*

*"This should be the last of them; let's get out of here before we meet the same fate as these fellows"*

*Rodric and Taryn shoved the large wooden table in the way of the remaining skeletons while Drudwyn yanked his axe from the armor of King Yarback.*

*The dwarves charged down the corridor to the exit, and with a fearsome shoulder*

*Abyssal Dwarf Hero by "Dwarf Giant"*

*barge, they slammed the doors open and squinted as the rising sun gleamed in their eyes.*

*Drudwyn eyed one of the kegs and licked his lips.*

*"Thirsty work, all that. What say we have a wee tipple of some of this ale you've all been banging on about?"*

*Hordin looked at the keg on his shoulder and contemplated everything they went through to get them. He brought it to the ground and cracked open the lid.*

*"Aye! It'd be rude not to!"*

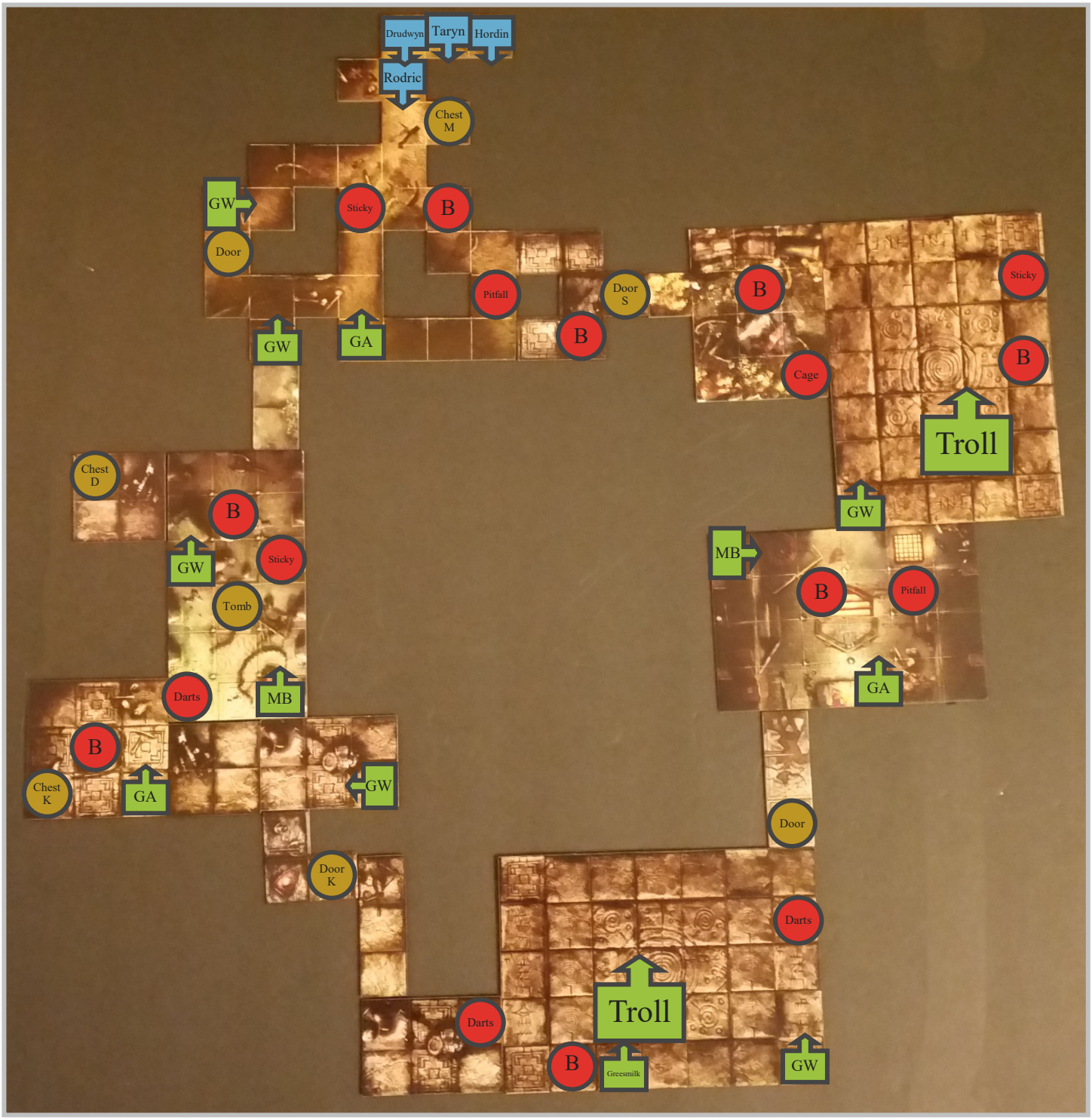
**Dungeon Saga Scenario**
**Secrets of The Adventurer's Rest**

The heroes are hot on the heels of a goblin thief who has raided The Adventurer's Rest's vault. You've got to stop him before he escapes.

*The doors to the Adventurer's Rest flew open. Drudwyn, Rodric and Taryn piled in, dripping in sweat and blood.*

*Hordin's eyes widened in shock. "By the gods, men; what's happened?"*

*Rodric shuffled off his helmet and wiped the sweat from his brow. "Goblins! We caught them sneaking out of your vault. We gave chase but one of them made it to the*




**Secrets of The Adventurer's Rest—Map Key**

Door: Combat Dice 3, Armor 3

Door S: Combat Dice 3, Armor 3, Slicing Blades Trap

Door K: Needs Key to unlock

Chests: All are Combat Dice 2, Armor 2

- Chest M: Contains a Mawbeast Treat
- Chest D: Contains Darts
- Chest K: Contains a Key

GA: Goblin Archer

GW: Goblin Warrior

MB: Mawbeast

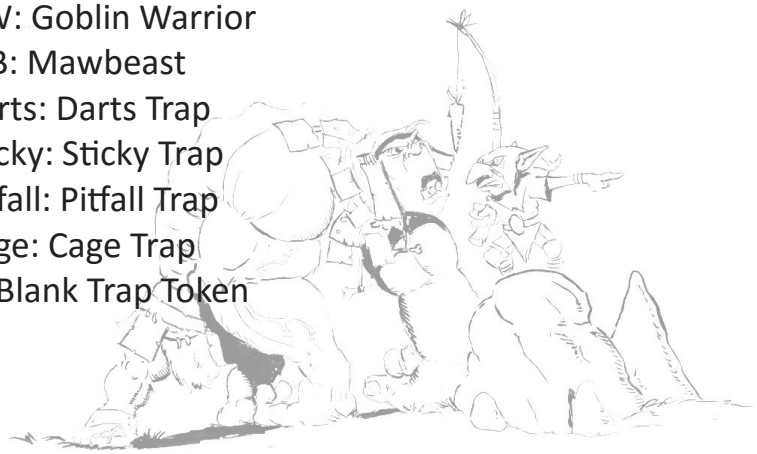
Darts: Darts Trap

Sticky: Sticky Trap

Pitfall: Pitfall Trap

Cage: Cage Trap

B: Blank Trap Token



*northern cave."*

*"The vault? Blast! The plans to the tavern are down there. If they learn where the secret passages are, they could lay siege to this place in minutes. It's not the first time their kind have tried"*

*Taryn slung his crossbow over his shoulder. "The northern cave is a dead end. Let's go now, while we have him trapped"*

*Hordin tossed his rag onto the bar. "Quick. There's no time to waste!"*

**Heroes**

Hordin the barkeeper, Taryn the ranger, Drudwyn the berserker lord and Rodric the Ironguard are used in this adventure.

Hordin the bartender has Move 5, Combat Dice 3, Shooting Dice Short Range 2, Armor 1 and injures after 3 Wounds. He has the Slam, Stalwart (1), and Tough Combat Abilities

Feat: Sic 'em
Hordin can unleash Gnasher. Place a Dwarf Mastiff in an adjacent square to Hordin. He is activated as a fifth member, but does not count as a hero if he is crippled. He takes damage like a standard Dwarf Mastiff would.

Taryn the ranger has Move 6, Combat Dice 2, Shooting Dice Long Range 4, Armor 3 and injures after 2 Wounds. He has the Sure Shot (2) Combat Ability

Drudwyn the berserker lord has Move 6, Combat Dice 5, Armor 2 and injures after 3 Wounds. He has the Frenzy (1) Combat Ability

Rodric the Ironguard has Move 6, Combat Dice 4, Armor 4 and injures after 4 Wounds. He has the Slam Combat Ability

**Overlord**

This adventure uses the Standard and Orc Overlord cards from the boxed game and Warlord of Galahir (removing any orc-specific cards).

Overlord Command Cards: 15
Commands per Turn: 2

Greesmik, Goblin Thief, has Move 7, Combat Dice 3, Shooting Short 2, and Armor 2. He has the Nimble Combat Ability. Wounds OOOOO

Feat: Sneak Off

**Victory**
Heroes: Kill Greesmik

Overlord: Keep Greesmik alive until the time runs out or get Greesmik to the Entrance square.

**Special Rules**
Locked Door. This door is locked and can only be unlocked by the key. Any model with the key can unlock it as a free action if they are adjacent to the door.

Quick Escape. Once Greesmik has been placed on the table, he will try to make it to the Entrance square. Place any remaining tiles and models down. He and his minions will ignore any traps and can unlock any doors as a free action once he's adjacent to them.

Traps. Greesmik has placed a variety of traps around the dungeon in order to stop the heroes from catching him. See page 28 of the Adventurers Companion on using Traps. Feel free to use any additional blank trap tokens to add more uncertainty for the heroes. If you are replaying these scenarios and the players know the locations of the trap squares, you might wish to move their locations.

If you do so, redraw the map and note the new trap squares: however, you can only reposition each one in the same tile as its default position as shown on the map printed here.

**Tactical Thoughts**
Splitting the party will allow you to block Greesmik in, but also leaves the heroes vulnerable. If you choose to do this, select which members team up carefully. Don't forget that Gnasher can make an excellent guard dog in the more narrow corridors.

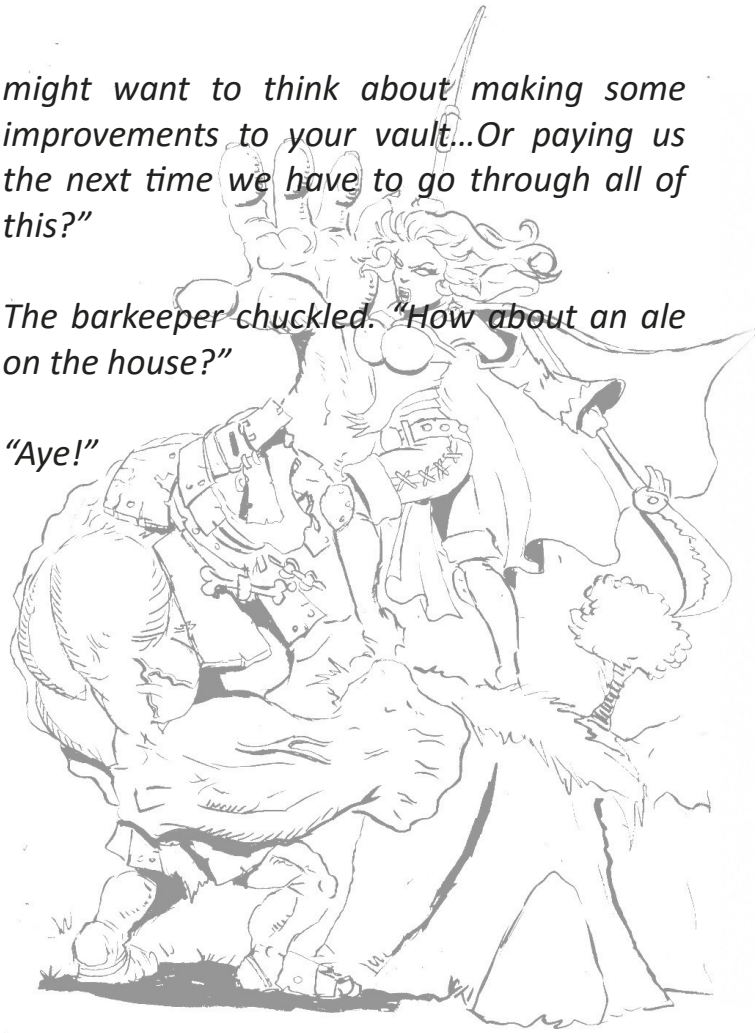
**Aftermath**
*Hordin rummaged through the goblin's satchel and pulled out old scrolls detailing the passages of the tavern. "Phew. That could have been a disaster! But I feel it won't be the last time something like this will happen"*

*Drudwyn pulled his axe out of the goblin's head. "Well, if that's the case, maybe you*

*might want to think about making some improvements to your vault…Or paying us the next time we have to go through all of this?"*

*The barkeeper chuckled. "How about an ale on the house?"*

*"Aye!"*

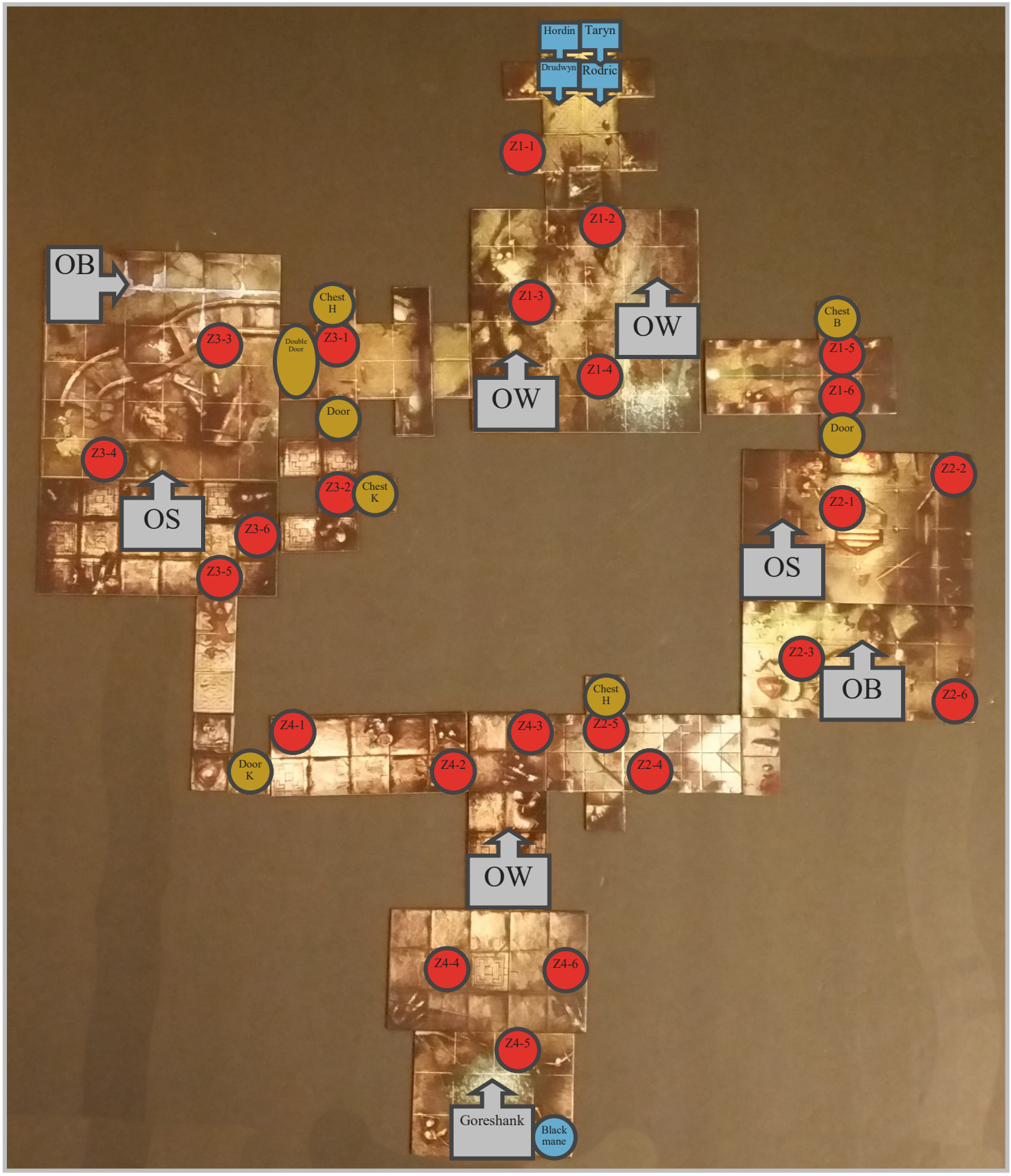


**Dungeon Saga Scenario**
**Blackmane Down**

The heroes venture into a dwarven mine to rescue Dorig Blackmane from the clutches of a vicious gang of ogre thugs.

*Hordin clambered on top of a bar stool, ledger in his hand and bellowed out, "Attention! It's the end of the month and everyone owes their tab! Johan Malik, 3 gold pieces. Josef Reicher, 5 gold pieces. Dorig Blackmane. You wouldn't believe how much you owe!...Blackmane? Blackmane?! Has anyone seen Dorig Blackmane?"*

*Rodric looked up from his tankard, "You haven't heard? The fool got himself snatched by Goreshank and his gang of thugs."*


Hordin
Taryn
Drudwyn
Rodric
Z1-1
Z1-2
OB
Chest H
Z3-3
Double Door
Z3-1
Z1-3
OW
Chest B
Z1-5
Z1-4
Z1-6
OW
Door
Door
Z3-4
Z3-2
Chest K
Z2-2
Z2-1
OS
Z3-6
OS
Z3-5
Z2-3
OB
Z2-6
Chest H
Z4-1
Z4-3
Z2-5
Door K
Z4-2
Z2-4
OW
Z4-4
Z4-6
Z4-5
Goreshank
Black mane

*"Blast it! Who's going to help me get him back? Without his tab, next month's hog roast is cancelled!"*

**Blackmane Down - Map Key**

Door/Double Door: Combat Dice 3, Armor 3
Door K: Needs Key to unlock
Chests: All are Combat Dice 2, Armor 2

- Chest H: Contains a Healing Potion
- Chest B: Contains a Battle Potion
- Chest K: Contains a Key

OW: Ogre Warrior
OB: Ogre Boomer
OS: Ogre Smasher
ZX-X: Zone Areas

**Heroes**

Hordin the barkeeper, Taryn the ranger, Drudwyn the berserker lord and Rodric the Ironguard are used in this adventure.

Hordin the bartender has Move 5, Combat Dice 3, Shooting Dice Short Range 2, Armor 1 and injures after 3 Wounds. He has the Slam, Stalwart (1), and Tough Combat Abilities

Feat: Sic 'em
Hordin can unleash Gnasher. Add a Dwarf Mastiff to the heroes party. He is activated as a fifth member, but does not count as a hero if he is crippled. He takes damage like a standard Dwarf mastiff would.

Taryn the ranger has Move 6, Combat Dice 2, Shooting Dice Long Range 4, Armor 3 and injures after 2 Wounds. He has the Sure Shot (2) Combat Ability

Drudwyn the berserker lord has Move 6, Combat Dice 5, Armor 2 and injures after 3 Wounds. He has the Frenzy (1) Combat Ability

Rodric the Ironguard has Move 6, Combat Dice 4, Armor 4 and injures after 4 Wounds. He has the Slam Combat Ability

**Overlord**

This adventure uses the Standard Overlord cards from the boxed game.

Overlord Command Cards: 12
Commands per Turn: 2

Goreshank Ogre Thug has Move 5, Combat Dice 5, and Armor 4. He has the Large, Slam and Tough Combat Abilities. Wounds OOOOO

Feat: Grind Their Bones

**Victory**

Heroes: Kill Goreshank and rescue Dorig Blackmane

Overlord: Cripple a Hordin or prevent the Heroes from winning before the time runs out.

**Special Rules**

Mine cart leavers. At the start of each Overlord turn until Goreshank has been placed on the board, the Overlord can select a zone to drop a cart from the pulleys above. Select a zone and roll a D6 to see which zone square the cart drops on. If a model is standing on the zone square, they take one wound automatically. When Goreshank is placed on the board and is still in his starting tile, on the start of the Overlord turn he may drop a cart as normal, but if he has moved away from this tile he is too far from the levers. The Overlord can spend an Overlord card in their turn to get an extra pull of the levers.

Walkways. This adventure is set along the walkways of a Dwarf mine. A model that suffers the effect of a push attack can be moved off the board if they are close enough to any edge. If they are pushed off, they are considered crippled.

Rescue Blackmane. Blackmane is considered rescued when either all the ogres that are on the board are dead or a hero is in an adjacent square and spends an action to untie him. Goreshank still needs to be defeated for the heroes to succeed. Gnasher is unable to untie Blackmane.

**Tactical Thoughts**

There are very few ogres in the mine, but those that are there won't be easy to take down. Your best chance of survival is to stick together and get as many dwarves in combat as possible for the extra combat bonuses. Don't forget that Gnasher adds to this too. Try to stay away from the board edges. Ogre Warriors can slam your party off the edge.

**Aftermath**

*Dorig struggled out of the ropes and kicked the body of Goreshank. "Vile oaf! That'll teach you for trying to kidnap Dorig Blackmane."*

*Hordin coughed to get Droig's attention*

*"Ah, Hordin, of course. Thank you for coming to my aid. How can I ever repay you?"*

*"Well, you can start with settling your tab," said the barkeep, as he drew his ledger.*▪

# THE ORDER OF MAURICE

## EPISODE 1: JUST DESSERTS

**By Ben Stoddard**

The sound of broken grass tore the shop owner to his feet as he watched a ragged shape tumble across the floor now covered with jagged shards of his front window. The heap of rags rose to its feet and tore out through the back door of the common room. Moments later a hulking brute of a man wearing chainmail and some form of strange heraldry embroidered on his tunic with a sword at his hip charged into the room.

The large man looked around questioningly and the bewildered shopkeeper pointed dumbly towards the still open door leading into the back alley. The man grunted his thanks and charged off after his quarry.

Meanwhile the heap of tattered rags bolted through the back alleys. Jephraim's feet ached and he could feel several minor cuts and scrapes from the window beginning to complain but he didn't have the awareness to spare for such minor details.

Only that morning Jephraim had been slated for the dungeons for theft and some trumped up charge of slandering some local magistrate's character. Well, the slander part was true, but Jephraim knew that it was really because he'd been caught in the magistrate's daughter's chambers that had really been the nail in his coffin. That and the several outstanding warrants for stealing that had been hanging over his head, but

*Kingdoms of Men Knight Regiment by "imm0rtal reaper"*

*Ambush in the streets by Austin Peasley*

even the crime hadn't really matched the punishment he'd been given.

As the judge had been about to issue his sentence, however, a man in a strange tunic, wearing some strange armor had pushed his way through the double oak doors at the back of the courtroom and had stalked up to stand behind the judge. The judge had seemed perturbed until the stranger had bent over and whispered something in his ear, producing a set of documents that he placed in front of the official, whose face blanched as the man whispered some unknown horrible facts into his ear.

As the stranger had straightened back up the Judge had coughed and sputtered and declared that Jephraim was to accompany the stranger, whom he had labelled Captain Morticus, on an expedition. The guards had clamped shackles on his wrists and lead him outside of the court building where they handed him off to his new master.

Jephraim had smiled and said all the right things, waiting for his chance.

It hadn't taken long; as they walked through the village square Jephraim slipped easily out of his restraints and turned to run. What he hadn't anticipated is that the Captain had enlisted the services of a giant who moved better than any thief that Jephraim had ever met. As he turned to run, he had suddenly felt himself lifted off the ground and his own momentum used against him to throw him through the air and through the shop window. Now he was running from the law, again.

It was a familiar, if uncomfortable, feeling to which he had grown accustomed to in his years of being a thief. He ducked into side alleys and backstreets all the while listening for the huge man's heavy breathing behind

him. His lungs felt ready to burst as he sprinted down the wrong alley and found himself facing a dead end with only steep wooden shop walls to either side of the alley.

Gasping to catch his breath, Jephraim glanced around in hopes of finding some form of escape. He could hear his pursuer's heavy steps coming closer and closer. Frantic, Jephraim spied a sewage outlet; it was much too small for him to fit through, but it might throw the big man off his trail.

Desperately he wrenched at the grate until it fell loudly onto the ground. Jephraim then quickly grabbed hold of the low hanging eave of the second floor window hanging above him and pulled himself up to crouch against the narrow sill, hoping that the man chasing him wouldn't look up.

Jephraim didn't have to wait long. Almost as soon as he had pulled himself up the heavy footfalls of his pursuer stomped into the abandoned alley. The large man jogged forward, his eyes glancing all around him, searching. He came up to the grate and inspected the sewage hole briefly. He grunted in frustration and kicked the heavy grate, sending it skittering across the alley to slam against the far building and rebounding back again to make a loud ruckus. The large man took a few deep breaths and scrubbed his hands across his shaved scalp before walking back to the entrance of the alley way slowly.

*Undead Soul Reavers by Boris Samec*

*Dungeon Saga Keldan and Blaine heroes by Paul Mullis*

As he rounded the corner Jephraim breathed a sigh of relief. Gently he lowered himself back down into the alley, careful not to make any noise that might call the large man back. The thief was already making plans: he needed to get out of the city and possibly out of this small border kingdom.

Perhaps he'd head east, towards the dwarven kingdoms; there was enough strife there that he could hide out for awhile and perhaps get a decent mug of ale, too. He needed to secure some travel papers, and would need a new look and a new identity, but he already had several ideas in mind. Grinning at his luck, Jephraim turned the corner out of the alley…

…and ran straight into a wall of muscle that reached down and grabbed him around his throat, wrapping him into a choke hold. The last thing Jephraim saw before succumbing to blissful oblivion was that of his bald pursuer, smiling down at him.

*****

A warm breeze that smelled of saltwater brought him around. That and a massive headache that caused him to see spots from behind his eyelids. Groaning, he opened his eyes and then closed them again immediately as the glaring sun lashed out at him with searing rays of light. His groans turned into pained whimpers and he curled his body up into a protective ball while the world seemed to spin around him.

"Awww, is tha' liddle un' up yet?" a rough voice called out. A leathery hand reached

down and slapped lightly against Jephraim's cheek.

"Wakey, wakey lil' deary!"

The gruff voice devolved into a scratchy laugh that caused the spots swimming in Jephraim's dark vision to pulsate and his head felt ready to burst.

Forcing his eyes open, the thief stared up into the ugliest face he'd ever woken up to. A man with a motley mohawk standing out against a sunburnt scalp stared back at him. An eye patch was over his left eye and his mouth was pulled back into a rotting smile that was easily missing as many teeth as it still had remaining.

"Thar she is!" the rotting smile laughed, sending brown flecks of spittle down to mist across Jephraim's face. The thief grimaced and tried to wipe his hand across his face only to discover that both of his hands were encased in a pair of metal mittens that were fused into a clenched fist and welded together to prevent individual movement. Heavy bands wrapped around his wrists to prevent him from pulling his hands out of the restraints.

On top of that, he discovered as he attempted to sit up that he was strapped to the floor of what seemed like a wagon by a heavy metal bar that ran across his chest and a second that pinched painfully against his ankles. The wagon swayed back and forth as the uneven wheels wrenched across the uneven road underneath him.

"What happened?" Jephraim tried to croak, but all that came out was a choked gurgle. His throat ached and it hurt when he tried to move his mouth. The mohawk laughed his

*Custom Ogre Gore Riders by Taylor Holloway*

*Dragon by Jonathan Faulkes*

scratchy laugh.

"That'll happen' when Burns catches ye." He chortled and reached down to free a wineskin from his belt. Reaching down, he put the unstoppered lip of the bag to Jephraim's lips. The taste of acidic bile entered his mouth mixed with some strange, herb-like flavor that tasted of rancid grass and dirt. Jephraim coughed and spit the concoction out of his mouth, some of it still trickled down his damaged throat, lighting the bruised lining on fire and causing him to cough painfully.

"I knoo," the mohawk laughed as he watched Jephraim's reaction with increasing mirth. "It do taste like summit ye'd find comin' outta a diseased coo's bladder, but it'll help ye recover, ye can no lie aboot like an expect ta get anywhere! Noo, open up! Here it coomes!" Another wave of vile liquid splashed into Jephraim's open mouth, this time more of it making it down his throat against his will.

As his coughing subsided, Jephraim was surprised to notice that his throat *did* feel better and his head hurt far less than it had moments earlier, even if it did still feel as though a mad dwarf was hammering away inside of his skull. Jephraim glared up at the mohawk, noticing the same strange heraldry that the Captain and his pursuer, whom the mohawk had named Burns, had worn. It was a white chevron on a black field with a red diamond in the middle with three gold diamonds chief across the black field over the white chevron.

"Where am I?" He croaked "Who are you people?"

"Ah!" The mohawk exclaimed pointing to the heraldry he wore on his chest "Me name be Wilford, an' we are the Order o' Maurice fra' further est o' heer, near tha Abyss. Big ol' keep next ta tha' dark lands, ya knoo. Fightin' demons an' tha like. Ye be oour newest member! Congrat'oolations on tha'!" Wilford laughed as a look of terror passed over Jephraim's face.

"But I'm no warrior!" Jephraim cried out.

"No? Well, that'll change' soon enow." Wilford shrugged. "Ye be lucky, we were no gonna stop, but we loost one o' oour oon a few days back, an ye were the oonly one oour Cap'n would tak' on when we happen'd ta pass yer city by!"

The look on Jephraim's face must have given away his confusion because the rough man laughed. "Ah, tis' a fairly commun thin' ta see. Lotsa minor kingdoms wil' sen' their criminals ta tha Order ta serve their sentence. No many survive, mind ye, but those who do often do no wanna leave afterwards, ya knoo. Like I did say, we fight demons and su', kinda a firs' line o' defense agin em', ye ken?" Again, Jephraim's eyes widened with fear.

"Oh, do no fear, me boy! Ye do no hafta worry 'bout no demons, lease' whys not fer tha present. Ye'll prob'ly be daid afore we gets back ta tha Order. Which will no' be fer sum time." Wilford chuckled, but this time it was devoid of any mirth.

"Why? Where are we going? What are we doing?" Jephraim's voice sounded strangled for reasons that had nothing to do with his bruised throat.

"Oour Gran' Master ha' sent us on a speshul mishun, ye ken." The gruff face stared straight ahead as he spoke. "He did sen' us ta fetch a speshul kinda metal, tha kind that do com' fra the sky. Star-metal it be called. Said he do need it fer somethin' speshul. An' thar be oonly one place ta find it, well, one place tha' ye can find it easier than most places."

"And where is that?" Jephraim asked. Wilford hesitated for a moment before answering.

"Perditus," he said after a long pause.

"We be headin' to tha Forsaken' Isles."

*To be continued...*▪

*Kingdoms of Men Wizard by Andre Kritzinger*

# ROAD TO THE RUMBLE

**Part 2**

**By David Reid**

Hey again. David here, and I've returned with some hopefully helpful information on getting your own large event off the ground. We are still going to be at a relatively high level as there are still some big things to tackle. This will end the "high up" view and we'll start drilling down in the next batch of articles.

Games

So what is your event going to be about? Are you going with one system or a smorgasbord? There are plusses and minuses to both options. The Redstone Rumble has always been a multi-event gaming system, starting with Warhammer 40k and Warhammer Fantasy. Since then we've had a total of 5+ game systems going since we've been operating.

The bonus to running an event like this is if there is bad year for a game system, the overall event usually isn't wrecked in the process, much like how in Finance you'll want to diversify to reduce risk. The down side of doing it this way is the required increase in man-power, terrain, and planning.

You'll need at least 1 Tournament Organizer for every event, plus hopefully an additional rule judge or two. Getting that many people can be a struggle some years, and we are currently experiencing that at this year's Rumble. You may also need additional

terrain depending on the games being played. The advantage of going with one event is simple; you can focus your effort. All the people and resources you have will be solely focused on that one system.

This is the high risk – high reward option, but if you have the player base to support something like this it can make your life as the organizer easier.

Prizes

The Loot/Swag/goodies for your event. This can be a hard one to touch on sometimes. If you are running an independent event the prizes will likely not equal the entrance fees. It has been touched on already, but there are a lot of costs associated with running a hopefully large, multiday gaming event.

The easiest way to counter the costs of running an event is by getting outside help with prizes. This could be as simple as getting sent free stuff to give away to as complex as having outside vendors come in to sell stuff. Whichever route you go, please make sure to have in mind what you are offering those giving you product. Have specifics in mind, website links, handing out advertisements, number of participants at your event. Basically, what are you going to give to them for giving you stuff?

I like to do a re-cap article at the end of each Redstone Rumble, where I include a write up for them along with some pictures. This can

help people know you're actually providing value to their company or product. The other thing I like to do is take prize support for booth rental, this helps ensure I always have something to give away to the players.

Promotion

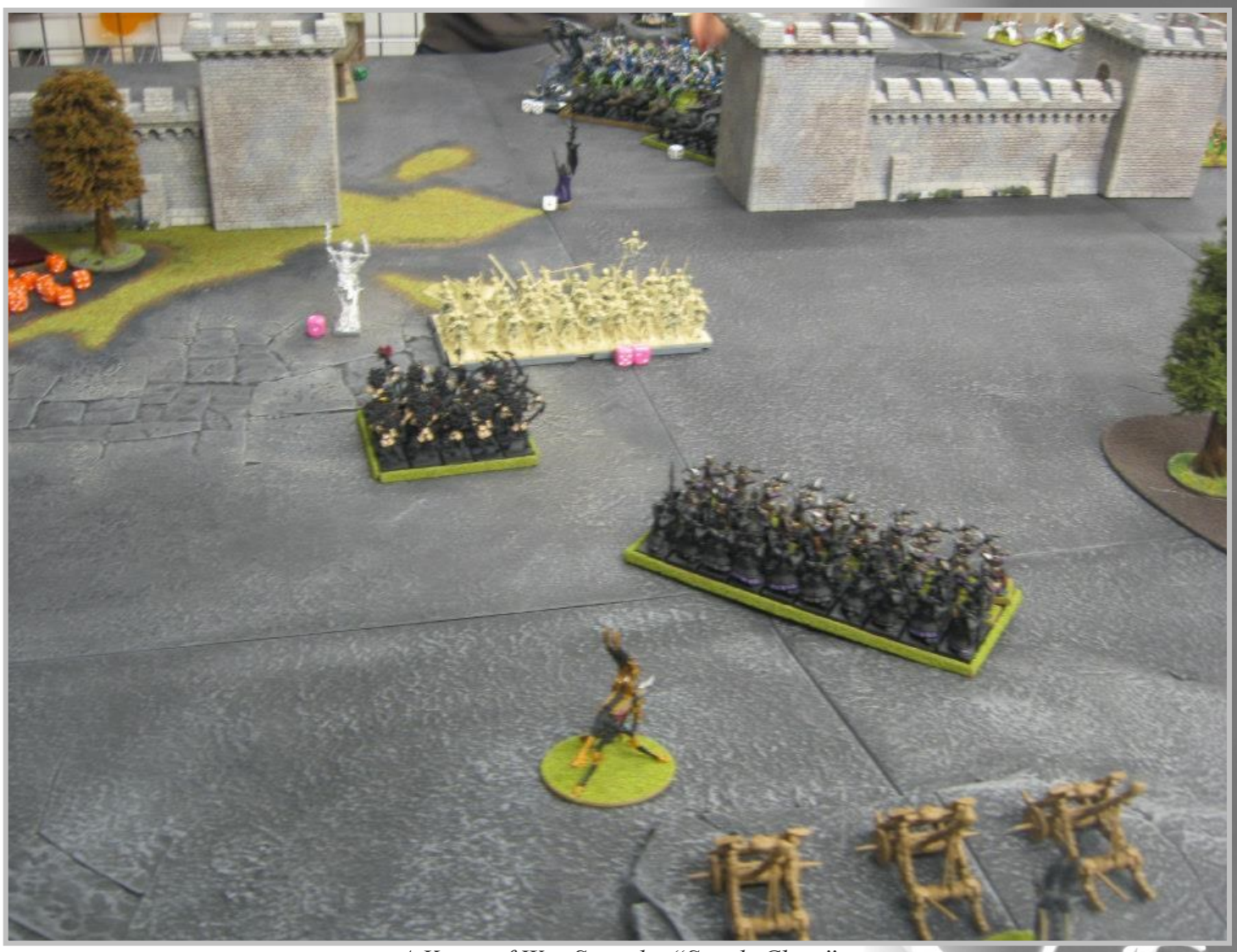
Getting the word out. For an event to do well you'll need people to participate in all areas of the event, i.e. players, judges, and support staff. The only way they can do this is via promotion. This can be done a variety of ways. The best that I've encountered is going to other people's events and having them get to know you. It's asking a lot for people to travel based on an event name and specs alone; it's much easier when you can put a face and a name with an event.

Another option is going into the digital age via Youtube, Facebook, E-zines like Ironwatch, and Podcasts like Countercharge. Keep your message short, get it out there often, and leave enough time for people to plan. I've found doing all the above is really the key to getting the word out for a successful event. Going with the "build it and they will come" approach will most likely give you a bust for your event.

Logistics

You usually need to get your events, goods, and people from Point A to Point B. Depending on which route you take and any terrain and supplies you use will greatly impact your ability to transport the pieces. Tall, impressive terrain pieces are great to game with, but a pain to transport. It's important to think of how you are getting everything to the venue.

If you don't have access to a truck or trailer then you'll need to plan accordingly. I've used board cut to 3ft X 4ft before, specifically because they can fit in the back of my own car. It also makes carrying them into the venue much easier as you won't require a cart or multiple people to easily move a board. I also try to ensure my terrain can fit easily into the 8 ½ x 11 paper boxes.



*A Kings of War Siege by "SneakyChris"*

These are fairly easy to come by and stack, store, and transport easily. You can fit a large number of these boxes into most cars, reducing the number of trips from the storage location to the venue.

As always, I hope this helped in at least pointing you in the right direction, or gave you an idea of the effort something like this can take. If there was anything specific you'd like to know more about, or if you just want to find out more about the Redstone Rumble, shoot me an email at wargamejunkie@gmail.com or check us out at www.redstone-rumble.com .▪

*Elven Palace Guard by Jonathan Faulkes*

# KINGS OF WAR MIGHT OF OLD

**By Vane Dolenc**

As the conflicts between the burgeoning empires of Mantica escalate from border skirmishes to full scale war, so does their need for military technology.

Across the world, mothballed war engines and artefacts last used against Winter's armies during the Age of Ice are brought out of secret vaults. Items of war that were, until now, deemed too powerful to be used in conflicts between civilized races. The younger kingdoms, with no such relics of their own but realizing the consequences of falling behind in the arms race, hasten to develop new technologies of matching power, or send explorers to plunder ancient ruins and haunted battlefields for remnants of forgotten magic. All of Mantica is gearing up for a higher form of war!

In this series, starting with the Ogre and Goblin lists in Issue 40, I will cover all of Mantica's armies in turn (including the armies in Uncharted Empires) at a rate of three or four per issue, and explore how they might be enhanced through additional units, artefacts and spells. The rules are based on my personal interpretation of the factions and include units from other manufacturers that do not yet appear in official Mantic force lists.

Each army has a single page dedicated to it. This covers additional units, magical artefacts and spells that are only available to that army.

Please keep in mind that these additions are completely unofficial and their use should be cleared with your opponent prior to setting up a game.

# Might of Old: Forces of the Abyss

## Force List Addendum

The units listed below are added to the force list.

### Nephilim

**Large Infantry**

| Unit Size | Sp | Me | Ra | De | Att | Ne | Pts |
|---|---|---|---|---|---|---|---|
| Regiment (3) | 10 | 3+ | - | 5+ | 9 | -/14 | 210 |
| Horde (6) | 10 | 3+ | - | 5+ | 18 | -/17 | 320 |

**Special**

Fly, Crushing Strength (1), Thunderous Charge (1)

Nephilim Regiments have Betrayal (4)

Nephilim Hordes have Betrayal (8)

**Mortals Despair**

Whilst in base contact with this unit, enemy units lose their Inspiring rule and cannot benefit from other units' Inspiring rule.

### Suffering One

**Monster**

| Unit Size | Sp | Me | Ra | De | Att | Ne | Pts |
|---|---|---|---|---|---|---|---|
| 1 | 7 | 4+ | - | 5+ | D6+2 | -/17 | 190 |

**Special**

Crushing Strength (2), Regeneration (6+)

**Fuelled by Pain**

In addition to its basic D6+2, the Suffering One has a number of additional attacks equal to its current points of damage.

### Soulspitter

**War Engine**

| Unit Size | Sp | Me | Ra | De | Att | Ne | Pts |
|---|---|---|---|---|---|---|---|
| 1 | 4 | - | 5+ | 4+ | 4 | 10/12 | 95 |

**Special**

Blast (D3), Vicious, Reload!

**Screaming Ammunition**

An enemy unit attacked by the Soulspitter adds +1 to the roll when testing its Nerve at the end of the Shoot phase.

### Nephilim Overlord

**Hero (Lrg Inf)**

| Unit Size | Sp | Me | Ra | De | Att | Ne | Pts |
|---|---|---|---|---|---|---|---|
| 1 | 10 | 3+ | - | 5+ | 6 | -/15 | 190 |

**Special**

Fly, Crushing Strength (2), Thunderous Charge (1), Inspiring (Nephilim only), Betrayal (4)

**Mortals Despair**

(see Nephilim)

## Ancestral Armoury

Units in this force list have access to additional magical artefacts listed below, subject to the usual restrictions.

### Brimstone Charm

**Cost: 15 pts**

Every time the unit is targeted by an enemy spell, even if none of the dice hit, the caster of that spell suffers 1 point of damage. He does not take a Nerve test for suffering this damage.

### Gem of Wicked Power

**Cost: 30 pts**

The unit has the Betrayal (4) spell and may use it in addition to one of its other ranged attacks in the same turn, against the same or a different target.

### Torturer's Tools

**Cost: 30 pts**

This artifact can only be used by Heroes.

The Hero has the Brutal and Vicious special rules.

### Book of Lies

**Cost: 30 pts**

This artifact can only be used by Heroes.

This item triggers automatically the first time the Hero is routed. Instead of removing the Hero as a casualty, place him anywhere in your deployment zone at least 1" away from any enemy units and not in blocking terrain. Note that all damage remains on the Hero, as do any lasting spell effects, etc.

## Arcane Secrets

Abyssal Temptresses gain the following additional option:

- Betrayal (6) for +30 pts

| Spell | Range |
|---|---|
| **Betrayal (n)** | **18"** |

**Special Rules**

Hits don't inflict damage. Instead, for every hit 'inflicted', make one damage roll against the target enemy unit as if it had just hit itself with its own melee attack, using all its applicable special rules, such as Crushing Strength and Vicious, including any bonuses from magical artefacts it carries.

Betrayal cannot affect units consisting of 1 model or units with no melee attack (Me – and/or Att – ).

# Might of Old: Empire of Dust

## Force List Addendum

The units listed below are added to the force list.

### Stone Nagas — Large Cavalry

| Unit Size | Sp | Me | Ra | De | Att | Ne | Pts |
|---|---|---|---|---|---|---|---|
| Regiment (3) | 7 | 4+ | - | 6+ | 6 | -/13 | 145 |
| Horde (6) | 7 | 4+ | - | 6+ | 12 | -/16 | 225 |

**Special**
Crushing Strength (1), Shambling, Pathfinder

### Stone Sphinx — Monster

| Unit Size | Sp | Me | Ra | De | Att | Ne | Pts |
|---|---|---|---|---|---|---|---|
| 1 | 10 | 3+ | - | 6+ | 7 | -/15 | 250 |

**Special**
Base size: 50x100mm, Fly, Crushing Strength (3), Vicious, Shambling

### Dire Antlion Husk — Monster

| Unit Size | Sp | Me | Ra | De | Att | Ne | Pts |
|---|---|---|---|---|---|---|---|
| 1 | 4 | 4+ | - | 4+ | 5 | -/17 | 165 |

**Special**
Base size: 100x150mm, Crushing Strength (2), Lifeleech (2), Ensnare, Stealthy

**Growing Hunger**
This unit makes two additional melee attacks when attacking a Regiment, four when attacking a Horde and six when attacking a Legion.

### Stonewright — Hero (Inf)

| Unit Size | Sp | Me | Ra | De | Att | Ne | Pts |
|---|---|---|---|---|---|---|---|
| 1 | 5 | 5+ | - | 4+ | 1 | -/13 | 120 |

**Special**
Individual, Heal (4 – works only on Enslaved Guardians, Stone Nagas and Monsters)

**Master of Statues**
Friendly non-allied Enslaved Guardians, Stone Nagas and Monsters have the Elite rule whilst within 6" of a Stonewright.

### Enslaved Guardian Hero — Hero (Lrg Inf)

| Unit Size | Sp | Me | Ra | De | Att | Ne | Pts |
|---|---|---|---|---|---|---|---|
| 1 | 6 | 3+ | - | 5+ | 5 | -/15 | 140 |

**Special**
Crushing Strength (2), Shambling, Wind Blast (3), Inspiring (Enslaved Guardians only), Nimble

## Ancestral Armoury

Units in this force list have access to additional magical artefacts listed below, subject to the usual restrictions.

### Curse of Vengeance — Cost: 20 pts

This artifact can only be used by Heroes.

When the Hero is Routed, every enemy unit that inflicted one or more damage points on him on that turn suffers D3 damage (roll separately for each). Enemy units do not take a Nerve test for suffering this damage.

### Gorgon Lens — Cost: 25 pts

When the unit attacks in melee, roll 3 additional attacks. These always hit on 4+ and do damage on 2+ regardless of target's De, any modifiers or other factors, but do not benefit from any of the unit's other special rules (such as Elite or Vicious).

### Death Mask or Kraa — Cost: 30 pts

The unit has the Ensnare special rule.

## Arcane Secrets

Cursed High Priests gain the following additional options:

- Hand of Time (2) for +20 pts
- Incantation of War (2) for +30 pts

| Spell | Range |
|---|---|
| **Hand of Time (n)** | **8"** |

**Special Rules**

For each natural score of 6 when rolling to hit, roll one additional dice to hit. Additional dice can add still further dice if they also roll a 6. Resolve all hits together.

Piercing 4 - roll to damage as normal.

| Spell | Range |
|---|---|
| **Incantation of War (n)** | **12"** |

**Special Rules**

Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, if one or more hits are scored, the unit's Me and Ra values are improved by 1 for the rest of the turn. Note that multiple Incantations of War hitting the same unit do not have cumulative effects.

# Might of Old: Elf Armies

## Force List Addendum

The units listed below are added to the force list.

### Bladestrike Dervishes — Infantry

| Unit Size | Sp | Me | Ra | De | Att | Ne | Pts |
|---|---|---|---|---|---|---|---|
| Troop (10) | 7 | 3+ | - | 4+ | 10 | 11/13 | 125 |

**Special**
Pathfinder, Nimble, Ensnare

### Sylvan Eagle Knights — Large Cavalry

| Unit Size | Sp | Me | Ra | De | Att | Ne | Pts |
|---|---|---|---|---|---|---|---|
| Regiment (3) | 10 | 4+ | 5+ | 4+ | 6 | 11/13 | 130 |
| Horde (6) | 10 | 4+ | 5+ | 4+ | 12 | 14/16 | 205 |

**Special**
Fly, Thunderous Charge (1), Bows

### Cloud Skiff — Monster

| Unit Size | Sp | Me | Ra | De | Att | Ne | Pts |
|---|---|---|---|---|---|---|---|
| 1 | 10 | 4+ | - | 5+ | 6 | 15/17 | 190 |

**Special**
Base size: 50x100mm, Fly, Crushing Strength (1)

Options

- Mount a Bolt Thrower on it - Range 36", Ra 5+, one ranged attack, Blast (D3), Piercing (2) for +20 pts.

**Flying High**
Any charge made against this unit is resolved as a Hindered charge unless the enemy has the Fly rule.

### Sea Serpent — Monster

| Unit Size | Sp | Me | Ra | De | Att | Ne | Pts |
|---|---|---|---|---|---|---|---|
| 1 | 7 | 4+ | - | 4+ | 7 | 14/17 | 160 |

**Special**
Base size: 50x100mm, Crushing Strength (3), Regeneration (5+)

### Elven Mage on Eagle — Hero (Mon)

| Unit Size | Sp | Me | Ra | De | Att | Ne | Pts |
|---|---|---|---|---|---|---|---|
| 1 | 10 | 4+ | - | 4+ | 3 | 11/13 | 100 |

**Special**
Fly, Thunderous Charge (1), Heal (3)

**Options**
Same spell options as Elven Mage

## Ancestral Armoury

Units in this force list have access to additional magical artefacts listed below, subject to the usual restrictions.

### Pride of the Firstborn — Cost: 15 pts

Unit with the Elite special rule only.

Once per game, when resolving any type of attack, the unit may re-roll all dice that failed to hit (instead of only re-rolling 1s). You can decide to use this item after making the initial attack roll.

### Fenulian Shard — Cost: 20 pts

This artefact can only be used by Heroes.

The Hero has the Wardbreaker (2) spell.

### Archmage's Staff — Cost: 35 pts

This artefact can only be used by Heroes.

The Hero rolls one additional die to hit with any spell he casts. Enemy units roll one less die to hit with any spell targeting the Hero.

## Arcane Secrets

Elven Mages gain the following additional options:

- Immolation (3) for +40 pts
- Wardbreaker (2) for +15 pts

| Spell | Range |
|---|---|
| **Immolation (n)** | **18"** |

**Special Rules**

Blast (D3) – roll to damage as normal.

If the target enemy unit suffers one or more points of damage, then all other enemy units within 3" of it that are not engaged in melee must also test their Nerve at the end of the Shoot phase as if they had been damaged in that phase.

| Spell | Range |
|---|---|
| **Wardbreaker (n)** | **24"** |

**Special Rules**

Hits don't inflict damage. Instead, if one or more hits are scored, any further spells targeting the same enemy unit in the same Shooting Phase can re-roll all failed dice to hit.

# Might of Old: Forces of Nature

## Force List Addendum

The units listed below are added to the force list.

### Kaolinite Sentinels — Large Infantry

| Unit Size | Sp | Me | Ra | De | Att | Ne | Pts |
|---|---|---|---|---|---|---|---|
| Troop (10) | 4 | 3+ | - | 6+ | 10 | 10/12 | 120 |
| Regiment (20) | 4 | 3+ | - | 6+ | 15 | 14/16 | 170 |
| Horde (40) | 4 | 3+ | - | 6+ | 30 | 21/23 | 280 |

**Special**

Base Size: 25x25mm, Phalanx

### Pixie Cloud — Large Infantry

| Unit Size | Sp | Me | Ra | De | Att | Ne | Pts |
|---|---|---|---|---|---|---|---|
| Regiment (3) | 10 | 5+ | - | 3+ | 9 | 10/12 | 120 |
| Horde (6) | 10 | 5+ | - | 3+ | 18 | 13/15 | 155 |

**Special**

Fly, Vicious, Stealthy

### Dire Elemental — Monster

| Unit Size | Sp | Me | Ra | De | Att | Ne | Pts |
|---|---|---|---|---|---|---|---|
| 1 | 5 | 4+ | - | 5+ | 12 | -/20 | 220 |

**Special**

Base size: 100x150mm, Crushing Strength (3), Shambling

**Options**

MUST take one of the following options:

- Earth: become De 6+ and Crushing Strength (4) for free
- Fire: become Sp 6 and Crushing Strength (4), and gain Breath Attack (10) for free
- Air: become Sp 10 and gain Fly and Wind Blast (5) but reduced to Crushing Strength (2) for +40 pts
- Water: become Sp 7 and gain Regeneration (5+) for +40 pts

### Wilderness Spirit — Hero (Lrg Inf)

| Unit Size | Sp | Me | Ra | De | Att | Ne | Pts |
|---|---|---|---|---|---|---|---|
| 1 | 7 | 4+ | - | 5+ | 6 | 13/15 | 130 |

**Special**

Nimble, Crushing Strength (1), Stealthy

**Options**

MUST take one of the following options:

- Spirit of Nature's Cruelty: gain Lifeleech (1) and Hailstorm (6) for free
- Spirit of Nature's Bounty: gain Regeneration (5+) and Heal (3) for free
- Spirit of Nature's Power: gain Crushing Strength (2) and Wind Blast (5) for free

## Ancestral Armoury

Units in this force list have access to additional magical artefacts listed below, subject to the usual restrictions.

### Weather Stone — Cost: 15 pts

The unit increases its (n) value by 1 for the spells Hailstorm, Lightning Bolt and Wind Blast (note that the unit must already possess the spell in order to benefit).

### Cornucopia — Cost: 20 pts

This artifact can only be used by Heroes.

Once per game, the Hero can use the spell Heal (7).

### Surefoot Sandals — Cost: 25 pts

The unit has the Strider special rule.

## Arcane Secrets

Druids gain the following additional options:

- Hailstorm (8) for +30 pts
- Tremors (3) for +25 pts

Winged Unicorns gain the following additional option:

- Hailstorm (6) for +15 pts

| Spell | Range |
|---|---|
| **Hailstorm (n)** | **18"** |

**Special Rules**

Roll to damage as normal.

After resolving damage to the initial target, you may cast Hailstorm a second time on a new target unit within 3" of the original target, using half the usual number of dice (rounding up).

| Spell | Range |
|---|---|
| **Tremors (n)** | **12"** |

**Special Rules**

Hits don't inflict damage. Instead, for every hit 'inflicted', the target enemy unit has its Speed value reduced by 1 (to a minimum of 0) until the end of its following turn. Multiple Tremors stack.

Tremors cannot target units with the Fly rule.

*Stat modifications for the Engineer Class*

# DUNGEON SAGA: ENGINEER

**By Brad P.**

The Engineer is a noble but often boring profession in high demand to lords and merchants alike. They supervise the construction of arrays of objects throughout Mantica, but sometimes an Engineer has a little more lust for adventure. Such an Engineer might join an adventuring party on a quest just for the challenge, or they might be looking for some lost knowledge or artifact to help them on their next project. An unlucky Engineer might even be sent on a mission not of their desire by their powerful patron, as it is not wise to tell your Lord "No."

Regardless of why they are there, an Engineer brings skills that any adventuring party can find useful. While not there primarily for combat, they can generally hold their own against many threats, and bring some often desperately needed long ranged firepower to a questing group. Their real talents, though, lie in dealing with the environmental struggles that an adventuring party might encounter as they venture into the depths on their quest. A clever Engineer can deal with traps and even possibly prevent a dangerous cave in of the tunnels.

## New Abilities

**Stabilize**

The model can use their engineering skills to shore up the roof supports. The model may spend their Action to remove the Weak Point Marker from the tile they are on.

**Industrious**

Instead of visiting any Locations or learning a Feat, the model can attempt to find work during Downtime. Roll one dice. On a 1-2 no work is found, while on a 3-5 they are able to

| LVL | OPTION | |
|---|---|---|
| 1 | *Industrious* | *Speed of a Bullet* |
| 2 | *Hammer Time* | *Lock Picking* |
| 3 | +1 Shooting Dice (Long) | *Industrious* |
| 4 | *Stalwart* | *Stabilize* |
| 5 | *Lock Picking* | *Tough* |
| 6 | *Slam* | +1 Combat Dice |
| 7 | *Stabilize* | +1 Shooting Dice (Long) |
| 8 | *Sure Shot* | *Set it Off* |
| 9 | *Slam* | *Tough* |
| 10 | *Set it Off* | *Relentless* |

*Engineer Class Ability option list*

do solid work and earn 1 Gold. If they roll a 6, they performed exquisite work and earns both 1 Gold and 1 Glory as their employer spreads word of their skills.

**Set it Off**

As an Action, the model can try to trigger traps at a distance. To use this ability, the suspected trapped object or square must be within short range and line of sight. A model standing on a map trap does not block line of sight to its own square. Roll a dice, and on a roll of 3+ reveal if a trap is on that object or tile square and trigger it if it is there. For entire-tile traps, resolve the trap results on any model in that square. For trap objects the trap is resolved on the first square adjacent to the object that lies along the line connecting the model's square's center to the object's center.

**Designer Notes**

The Engineer is designed to fill some gaps in the current character system. While they can have similar skills to the Thief, they also have access to some unique abilities to set them apart. Starting with Disarm Traps allows to the inclusion of more traps by the Overlord, as previously only an advanced Thief had any options for dealing with traps.

The Long Ranged shooting attack is also rare among character classes, but starting at only 2 dice with limited advancement will not have him taking over the role of the ranger. The Advancement Table allows many options for the character to enhance his Fight or Shooting but often these are counter balanced by the placement of the unique skills.

**Gunn, Dwarf Engineer**

Gunn has been working his way up the legendary Dwarven Guild of Engineers for his entire life. Years spent learning every intricate detail of the craft have made him well prepared for many challenges but have also left him what even dwarves might call 'strange.' Even when his attention should be focused, he has been known to stop working to take some object apart to "improve" it. He can spend hours discussing the proper lubrication for some hoist system, but has little to say about personal matters until a few pints have been downed and ha hasn't been distracted by the tap behind the bar.

Hoping that a little more real world experience can adjust his ability to concentrate on the task at hand, the masters of the guild have sent him to King Golloch . There, the king recently requested the assistance of a Dwarven Engineer for a party of adventurers heading into a dangerous tunnel complex. Gunn will either find his concentration, or not return. Either way that solves a problem for the masters of the guild.▪

*Dwarven Warsmith by Peter Grose*

STARTING STATS
6
3
2
2
COMBAT
SHOOTING (LONG)
ABILITIES
Disarm Traps
FEAT: CLEAR
Gunn may move 3 squares, and then make a Short Range Shooting attack with 4 dice. The targets Armour is treated as one less than it would otherwise be. This attack can target Doors.

*Gunn's starting statcard*

# DEADZONE
# THE CLEANSING

**PART FOUR**

**By Matthew Lindsay**

**Dramatis Personae**

- *Rylor Ings, Enforcer 8th First Recon Response*
- *Annika Sanne, 'The Fourth', Enforcer 8th First Recon Response*
- *Caelum Augustus, Enforcer Captain of the Gorgon's Fury*
- *Celeste Allenova, Enforcer Interrogator of the Gorgon's Fury*
- *Commander Quentin Valetta, Enforcer High Command*

**Enforcer Vessel "Gorgon's Fury"**
**Location: Gamma Tau, Low Orbit.**
**Captains Personal Quarters, 05:01 hours Earth equivalent.**
**14 days since First Recon's failed extraction / 1 hour 59 minutes until planetfall.**

'How bad is it?' The question was a blunt and honest one.

'Bad, Commander. The whole sector is dark. Fly-by sweeps estimate civilian casualties within the capital at seventy percent, with survivors scattered or hiding. More are dying on the fringes. There is some armed resistance against the outbreak but without support, it will not last.' Augustus replied as he was spoken to, for he had known the Commander for many years. There was no need for formalities between them.

'And the Plague?'

'An epidemic threatening to become a pandemic. Contagion has slowed but spreads inevitably on all fronts. With communications down due to the Containment Protocol the frontier municipalities do not have warning. They know something is wrong, of course, but they do not know what until it hits them. By that time it is too late.'

The Commander's weathered face was furrowed on the vid-screen. He was a regal man, a career soldier accustomed to the

*Deadzone Terrain by Jamie O'Toole*

*Deadzone Plague Stage 1A by Liam Markey*

hardships and tragedies of war, but the Plague was threat enough to worry even the most experienced of soldiers. And it showed. Commander Quentin Valetta trusted Augustus and did not hide his concern. There was silence.

*It was for this exact reason the Containment Protocol – the Deadzone – was born,* Augustus thought, unfamiliar with seeing his friend so worn. Some things were simply too dangerous to allow any chance of procreation, so hazardous that even an entire population was considered expendable.

Twenty thousand lives. That was the population of Gamma Tau. Twenty thousand lives, all expendable. It did not matter who they were. It did not matter they had families, hopes, dreams, loved ones. In such times of crisis all matters of the heart faded and all that remained was the mathematics of war. Twenty thousand lives sacrificed here; potentially millions saved beyond.

Valetta broke the silence. 'What is your plan Augustus?'

'Quite frankly we do not know what to expect,' said the Captain. 'Gamma Tau's capital Gamma Prime – where patient zero was reported – had an estimated population of five thousand. Even if only one-tenth of the causalities were infected, and that is a conservative estimate Commander, we are facing potential enemy numbers upwards of three hundred and fifty and still growing. Coupled with the lack of on-the-ground surveillance and, well, it has made an already difficult task much, much harder.

'We have spent the last two weeks completing low atmosphere recon.' Augustus pulled up a three-dimensional blueprint alongside Valetta on the vid-screen for them both to see.

'We have mapped the city and surrounding locales and recorded Plague activity and civilian resistance, highlighted here in red. I intend to lead three seven-man teams in search and retrieval,' Augustus gestured and the blueprints centred on one large building in the north-east of the city. 'Our first target is Gamma Tau's Corporation headquarters.

As per regulations all Corporation servers must house backups of surveillance, so despite the blank footage we recovered from our initial data mine, once the backups are salvaged we will be able to map the flight path of the unknown shuttle. Once we have done so we will pursue and recover the Artefact.

'Now the initial outbreak has spread, sectors of the city are partially empty, and we will attempt to avoid those that are not. A low orbit shuttle will be our eye in the sky, advising us on hostile movements. As previous encounters have shown, the Plague is not a cohesive force. It is a gibbering mass that, while ferocious, seeks only to spread. The resistance fought by the planets remaining populace has drawn many of the infected, and hopefully, our way will be clear.' Even as he spoke the words Augustus hated them, hated how much depended on unknowns.

'You are emulating the First Recon approach, without a First Recon squad.'

Valetta did not sound convinced as he leant back and considered the Captain's words.

'Why would you not engage the Plague on an open battlefield? Deploy to a defensive position on the edge of the city and hold it; let them come to you. You have an entire

*Deadzone Enforcers by "C.M. Minis"*

*Deadzone Plague Strike Force by Nicodemus Sandberg*

ship of Enforcers. Use them. Why would you not play to your strengths Augustus?'

'With respect Commander, and both as a soldier and a friend I am loathe to say this, but I know you have not fought the Plague before. I have.'

There was another dead silence between them before Augustus continued. 'This is not a rudimentary intelligence we are fighting. It may not be a cohesive force but it is insidious, and it is cunning, and it is capable of adapting. I will not lie, Commander, I do not believe this is a battle we can win without superior firepower. And we do not have it. By the time we do, Gamma Tau will be beyond recovery and the Artefact will be lost–'

'And what do you know of this Artefact?' interrupted Valetta.

'That it is two entwining silver oblong cylinders that culminate in a point. The soldier who secured it likened it to a strand of DNA, though he also said that was a poor comparison but the best he could do. The surface, while hard to the touch, looked fluid from a distance, as if it was coated in a liquid. He also said it was smaller than he expected, half a metre at most.'

'I believe such Artefacts are each unique. I presume it was confirmed by the energy signature?'

'Squad scanners went haywire: nonsensical readings and interference with communications. It is the reason why the squad fled back to the shuttle to summon aid, as they found it impossible to make any contact using their personal comms.'

'And the shuttle communications worked?'

'They did not have a chance to attempt them before the Artefact was taken.'

'So once the Artefact is secured you are effectively both silent and mute until you return to your ship? And even then we are unsure if communications will function.'

'Yes. And that is all we have to go on.'

'So many ambiguities Augustus, so many,' Valetta sighed. 'And it is ambiguities that get Enforcers killed. Continue what you were saying previously. Why would you not engage the Plague as per standard protocol?'

'As I saying Commander, in short, if we engage the enemy in open battle it will find a way to surround us and it will use its numerical superiority to overwhelm. These creatures do not fear death; they will attack en masse. I have seen it. A defensive fortification buys us naught but time, time this world does not have. If we are to understand the why of what happened, we must move soon, before we leave the planet to its fate. We have but one advantage; the enemy hold all the cards. We are fighting blind. As such, I believe speed and subtlety is in order.'

'The advantage is?' asked Valetta.

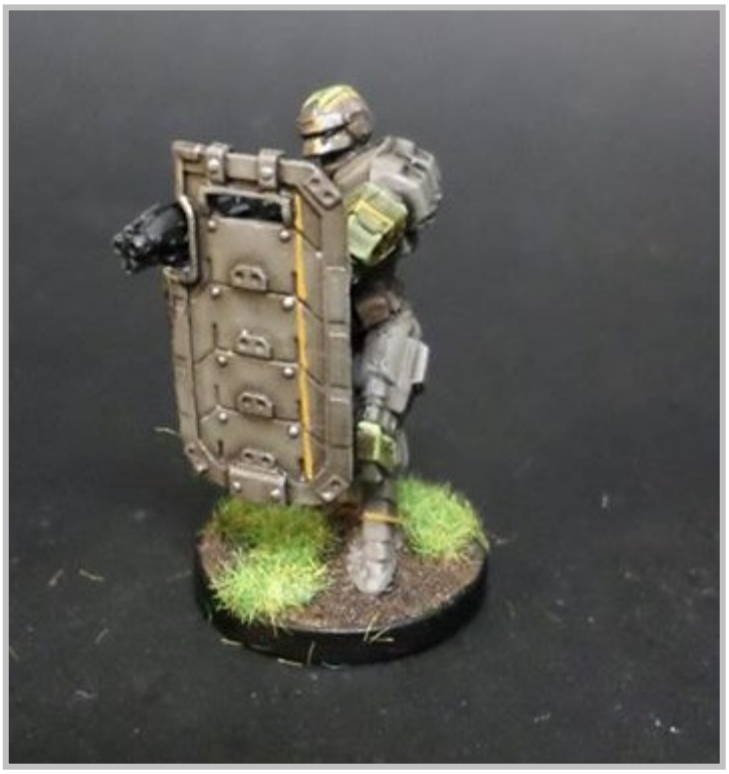
'Rylor Ings. He was a member of the First Recon squad that secured the Artefact. He also knows intimately the Enforcer who took the Artefact. As that is all we have to go on, I believe his experience with our target may prove valuable in determining her motives and movements. She attempted to execute him for a reason.'

'Ah yes, I read your report. Allow me to refresh myself,' the Commander opened a document in front of him. 'Rylor Ings. An exceptional record and now even more so, being a sole survivor. One child. His partner was a member of the same squad. Highly unorthodox.'

'It seems their marriage was kept secret,' said Augustus. 'Her pregnancy was accelerated and their child removed to be raised by family on their home world. Unlike her military record, her medical documents, thankfully, were not wiped and encrypted. Because of this occurrence I have also suggested security changes to Enforcer personnel records.'

'I have forwarded them.' Valetta continued thumbing through the document. He paused. 'Rylor's partner was the one who shot him.'

*Deadzone Wrath Mercenary by Paul Mullis*



*Deadzone Enforcer Defender by Adam Morrow*

'Yes. Her name was Annika Sanne. All who knew her speak highly of her.'

Another silence. The Commander's eyes flitted back and forth as he continued reading. 'I do not like this Augustus. In all our years together I do not think I have ever said this, but something is very, very wrong here. All investigations into Annika Sanne's past have come to naught. Her superiors have been questioned numerous times and all claim ignorance, each and every one passed by Enforcer Interrogators – yet absolute clearance was required to blackout Gamma Tau's surveillance and her records. What was on her records that they hid? We are fighting blind indeed.' He snorted. 'What does Rylor say of her now?'

'We have not discussed it.'

'Why not, Captain?' Valetta's tone was dangerous and his eyes flashed sharply as he looked up from the report.

No soldier liked surprises, especially not commanders.

Augustus breathed deep and looked at his friend directly, his expression solemn. Much of the time he and the Commander thought the same. Augustus hated to disagree with him despite their shared history, and even more so because of it.

'I do not believe he would have anything of value to add. If he had known of her intentions I believe he would either have died before the failed operation or attempted to stop her. He was shot with his back turned by the person he had a child with. His world has been shattered. I have watched him closely in the time he has been aboard this ship: all that remains to him is his military service. It would be an injustice to interrogate him further when I feel to do so would not further our knowledge, and furthermore, would deny the Enforcers an outstanding soldier.'

'Will he do what is needed when the time comes?' Valetta's expression was unreadable.

'Yes, I believe he will.'

'As you say Caelum, as you say.' Valetta sighed again. The Commander was one of the few people who used his first name, and he only did so when he was speaking intimately, off the record, a friend speaking. From his surroundings, it looked like Valetta was in the command centre on his own ship, yet the room was empty. It must be early hours there, thought Augustus. That would be why his friend looked so tired. There were dark rings under the Commanders eyes and

his hair was a lighter mix of greys than Augustus had last seen. Either the years warring in space were beginning to take their toll on the Commander, or age was finally catching up to him.

He was looking into his future, Augustus realised. It was not an entirely unpleasant sight. He too, was a career soldier.

'What do you make of Annika's actions?'

'Were it not for the second shuttle and Rylor's testimony I would suggest she went insane. It happens. Captivated by the Artefact, seduced by it, a longing to protect it, worship it, whatever such madness. These unknown Artefacts are incredibly dangerous. None yet understand the why or what of their origin, let alone how they begin outbreaks of the Plague. Those who have spent any prolonged time in contact with them report sounds of whispers and feelings of intense nausea. There have been numerous suicides related to them, but for safety and morale, we suppress such information.

'But Annika's actions were coolly executed. The surveillance blackout, the second shuttle, and though I have only circumstantial proof I would suggest even the finding of the Artefact: it is all orchestrated.'

'Clearly so. God dammit, I do not like this. Not one bit. Give me a decent battle and a long war any day. This cloak and dagger is distasteful to me. You think the same as I, I see,' Valetta said, reading the end of

*Deadzone Plague Strike Force by Boris Samec*

Augustus' report and closing it. 'Politics.' The Commander spat the word.

'I fear politics is what it is, Commander. No Rebel or alien signatures were detected near Gamma Tau between the time patient zero was infected and we arrived. For such strings to be pulled as would be needed to wipe personal records and remove surveillance in that time frame, we are discussing political machinations with a shadow military behind them. Whoever Annika is working for wields significant power.'

'Rylor Ings, the survivor, he confirmed as such didn't he? A black military shuttle without markings or insignia. I already know the answer Augustus but I have to ask: he has been thoroughly interrogated, correct?' Valetta was speaking formally again.

'By myself and Celeste, my second.'

'You trust her?'

'Implicitly.'

'From what I have heard Celeste is a dangerous woman, Captain. Dangerous for your career. You would already have been promoted further had you not defended her in military court. She offends the wrong people.'

'She is a good soldier. An excellent Interrogator'

'She is a good killer. A good soldier follows orders. She, however, breaks them if she feels the need,' Valetta looked to Augustus as if to say something further, then thought better of it. 'Nonetheless, you have proven

*Deadzone Blaine Mercenary by "C.M. Minis"*

yourself time and again, and the Council have seen fit to finally promote you, despite the company you keep. Survive this, Augustus, and you will find yourself also being addressed as Commander.'

Augustus nodded. Valetta looked at him earnestly.

'I have always had faith in you Caelum, and both myself the Council have been rewarded every time I have placed my trust in you. This is no different. I hope that we will speak

again, and, if we do, of better things.'

Valetta closed the vid feed. Augustus reclined in his chair and looked around his quarters, the history of his military career displayed proudly on the walls: framed reports, commendations, pictures of those he had served and served with. He looked about these and considered all that he and his friend had spoken of.

The only way this ended was in death.

The question was how many would die along the way. What of Rylor? What of Celeste? What of the Enforcers stationed on the ship that he considered his family? How many of these would not return from Gamma Tau? How many would become another name on the Wall of Remembrance?

None are forgotten, all are honoured. Augustus truly believed that. He had to.

He turned the vid screen back on and pulled up Annika's medical documents. They were the only proof they had of her existence, saved only by a simple misspelling of her name of all things. An 'n' missing. Fortuitous fate, human error at its best. Someone, years ago in the hospital she had given birth at, had spelt her name wrong, and because of that whosoever had wiped and encrypted her records had missed it. But why were her medical documents never corrected? Annika would surely have known the mistake once the birth certificate of her child had been completed. Was it one of those things she had meant to do and never gotten around to, forgotten with time?

Or had she simply not cared? She had given her child up, after all.

Without that simple mistake she would have been an unknown, a ghost. That, and one other thing. Rylor. He shouldn't have survived either.

*Deadzone Plague Stage 3D by Jamie O'Toole*

*Deadzone Reb Strider by Nicodemus Sandberg*

History, all about us, Augustus thought, continuing to look about his room. We are all but history, each and every one of us.

He looked at Annika's records, her life, her history. He looked the portrait picture that accompanied them. He had studied that face. Committed it to memory. There were only two ways this ended.

Either Annika died, or he did.

Either way, someone's history would reach its ultimate conclusion.

'Not mine. Not while I'm breathing,' he said, to no one in particular.

* * *

**Enforcer Vessel "Gorgon's Fury"**
**Armory, 05:27 hours Earth equivalent.**
**1 hour 33 minutes until planetfall.**

'You have questions.'

'I have some questions'

'And they are?' asked Celeste.

She stood in front of Rylor as he sat a short distance apart from the others. All about them was the hustle and bustle of troops preparing for battle: Sounds of weapons being loaded. Of armor powering on. Barrack room talk. Some laughter, some prayers. It was all there, just as Rylor remembered it. This was second nature to him. He could almost convince himself that this was just another drop. Almost.

He stopped what he was doing and looked up at Celeste.

'Why do your Enforcers wear armor all day? I've rarely seen any of you in fatigues. Even your Captain was wearing it during the interrogation.'

Beside Rylor lay a row of various weapons seemingly in specific order, each the same distance from the item before it: serrated knife, molecular blade, ammo, grenades, sidearm, rifle, and something else Celeste recognised but could not believe.

'He's your Captain now, Rylor. And when on duty we wear it because most of us feel naked without it. You become used to it, like a second skin. It becomes a part of you.'

'Not for me. I do the job, I go home. That's it.' He stood up and locked into place his

chest plate, then turning his back on her he picked up his helmet.

'How very admirable. But being an Enforcer isn't a job. It's a lifestyle. The armor is a part of that. It's a part of who we are.'

'For you, maybe.' He turned to face her.

'Not for you.'

Rylor thought: *that wasn't a question.* 'Once maybe. Not so sure anymore.'

'What changed?'

Rylor paused. 'I got shot.'

'We've all been shot. Or stabbed. Or nearly killed.'

Rylor couldn't see it in her face, her default expression was unreadable, but he heard it in her voice. She was affronted. She didn't – and couldn't – understand.

'By the enemy maybe. Not by one of your own,' he said.

*Deadzone Enforcers by Paul Mullis*

Celeste pulled him further aside from the others. She was furious, yet barely spoke above a whisper. A few heads turned from the other side of the room to see what was happening. Celeste glared at them until they turned away.

'I don't want them to hear you talking like this. You bastard. When we spoke, you told me you'd be ready. Now you're "not so sure" anymore?'

Rylor shrugged off her grasp and secured his helmet. Familiar ice-blue lenses replaced his eyes and his tone became coldly mechanical. He didn't whisper back.

'My thoughts are my own. But I told you, I don't like having my skills questioned.'

He walked back to where his weapons lay in their ritualistic order. Celeste followed.

'So you keep saying. We're about to see. But sure as shit Rylor, if anyone gets killed because you couldn't pull the trigger, I'll kill you myself.' That turned a few heads again, and Celeste gave a two-finger reply to the rest her of squad.

'Seems fair.' Rylor was nonplussed. Even without seeing his expression Celeste knew he wasn't lying. His body language was too sure of itself.

*Enforcer Pathfinder by Chris Schlumpberger*

'Now I've got a question,' she said.

'Which is?'

'I don't believe it, but is that – is that a sawn-off shotgun?'

'It is.' Rylor picked it up. It was the last weapon in the row.

'Where in the galaxy did you get such a thing?'

'An antiques trader several tours back. Can't remember where. I bought it for an ornament more than anything, display piece. See all the carvings on the side?'

She did so. It had engravings in a flourish pattern along the barrel.

'It was old and battered but it looked interesting, and all the parts were present. So I cleaned it out. Just to see if I could get it working,' Rylor turned it over in his hands and opened the chambers to look through the barrels. 'So I kept it with me, something to do during downtime.' He loaded two shells from a pouch on his belt and clicked it closed.

'Then one engagement, I can't remember where exactly – I get confused if it's my fourth or fifth tour – but we're fighting rebels. It's a mixed force, human, alien. Skirmish really. But ammo's low, we've done our job and we're waiting on evac. Then out of nowhere comes a damned Teraton. You ever fought one of those?' Celeste nodded.

'Then you know how big they are. Appears right in front of us and kills the first guy that rushes it, just smashes him into the ground. Then it picks me up and starts crushing my throat. My armor's buckling. I've dropped my rifle, my sidearm's empty. I reach for whatever I can and there's this shotgun strapped on my leg. Pull the trigger and – boom! Teraton blood all over my armor. Took the thing's head clean off. She saved my life that day. Ever since I've taken her everywhere with me.'

Celeste noticed Rylor had stopped referring to the weapon as an "it".

*Deadzone Helfather Mercenary by Marcel Popik*

*Enforcer Captain by "Toulouse Miniatures"*

'I don't remember ever firing her before that. You know, I don't even remember loading her that day, but I must have. Maybe just to see if she worked? I know I didn't intend to ever use her. You don't think of these things until later on, when it's all over, about how the smallest thing saves your life. What if I'd never have bought her that day? What if I'd never tried to fix her?'

Rylor let out a breath. 'She's a last ditch weapon, but when she goes off, it's bloody. There aren't a lot of things that can take two full rounds of buckshot up close and not be cut clean in two. Even wearing Forge Father armor, it'll take the wind out of you and maybe more.'

'You keep referring to it as a "her".'

'Because it is a "her". She's called Artemis.'

'You name your weapons.' A statement, not a question, Rylor noted.

'Absolutely. Don't you?'

'No.'

'Well I do. Always have. You've met Artemis. This here is Athena' he pointed to his sidearm, 'and this is Nemesis' and pointed to his rifle. 'They're named after ancient Gods of Earth.'

'You handle them with a touch that borders on a caress.' Rylor looked at her as she pointedly laid a hand on her own rifle and carried on. 'Personification, objectification. These aren't weapons for you. They're relics. Must have been tough, being separated. I imagine you probably sleep with them and celebrate their birthdays'

Rylor stared at her, silent. At least, he hadn't stopped facing her and Celeste presumed he was staring behind the lenses of his helmet.
'You do, don't you.' She cocked her head and stared back.

Another statement; not a question.

'I don't celebrate their birthdays. But I do sleep with them. They're never more than an arm's reach from me. To tell you the truth; it has been strange not having them with me. Having them secured away in the Armory was like having something removed, call it phantom limb pain. Ever since I became a First Recon I've never been without them. Now, kindly get out of my head.'

'It's the same for our armor, Rylor. Spend enough time with something, it becomes a part of you.'

*Deadzone battlefield by Boris Samec*

'Maybe it's not so different after all.' Was that amusement in his voice?

He finally turned to his weapons in the blink of an eye had sheathed them all. It was akin to artistry, or playing an instrument. His hands disappeared then reappeared and in a matter of seconds each weapon was holstered and secured. Celeste did not doubt Rylor could draw them just as quick.

'These weapons you use, and one you were shot with. They are not standard Enforcer weaponry. They're not laser. They're ballistic,' said Celeste.

'Correct.'

'Why?'

'Blunt and to the point. Would it kill you to speak with a little decorum?' Rylor said as he was pulling on his gloves. Celeste raised an unamused eyebrow at him.

'No? Fine. To answer your question, there are a couple of reasons. First, the Genling 45 Assault Rifle Enforcer Variant is an exceptional weapon for what it does. In protracted engagements or crowd control it has no peer. A highly accurate laser with no shattering effect, no overheating and little

*Marauder Commando by Vincent Pascaud*

supply required. But the rifle draws attention. It is bright, and barring the sniper modification, it is loud. This you already know.

Rylor raised his own rifle, Nemesis.

'What you might not know, however, having probably never used ballistic,' Celeste shook her head to indicate Rylor was correct in his assumption, 'is that these weapons, despite their age, can still offer very specific advantages. First, mine are silenced, no flash no sound, but unlike the silenced Genling there is no significant increase in weight. '

'Second, modifications allow for specific ammunition. I'll be using Claw rounds. These bullets de-accelerate rapidly due to deformation – hence the name Claw – but upon impact transmit their energy to surrounding tissue, causing massive local damage. Miniature explosions, essentially. As the Plague does not wear armor and relies on mutated flesh and bone for protection, these prove particularly effective.'

'Despite remaining the cheap weapon of choice for the civilians and scum of the universe, ballistic can still fulfil a battlefield role. These may be ballistic, but you'll find nothing like them outside of armed forces. These are specialist weapons: there's not many like them, and these are mine.

'In summary, Interrogator, the Genling 45 is a sledgehammer. In the use of force it is unparalleled. But ballistic weapons are a scalpel, and First Recon perform some very fine work.'

'Sounds pretty Rylor, and you believe what you say,' Celeste countered. 'But ballistic is small arms and Enforcers aren't known for subtlety. I can't think of a circumstance where I would prefer ballistic over laser.'

'Because you're a soldier, Celeste. But me? I'm a goddamn surgeon.'

*To be continued...*▪

# Refugees of the Olde Worlde

## KINGS OF WAR

## 2000 point Tournament

October 21-22, 2016
Game Pulse in Rexburg, Idaho (52 East Main Street)

The Olde Worlde is dead, and we have been left holding a mountain of soldiers who no longer have a home to call their own. Come on out and learn about the world of Mantica. Give your troops a new home and lead them to victory on new battlefields!

If you have never played Kings of War or any other square-based fantasy war game have no fear! There are several loaner armies on hand for you to play with, or even if you just want to try something new, if the idea of fantasy war gaming has ever interested you feel free to come out and play.

**Entry Fee: $30**
There are only **14** slots open for this tournament, once those are filled registration will be closed.

**Prizes for the top two armies in 4 Categories!**
Best Tactician – Best Dressed (Paint/Modelling) – Players' Choice – Best Overall
**1st place prize support for each category is over $100 in *each* area**

**Door prizes** will also be handed out throughout the event including models, paint sets, dice, and other items for the hobby enthusiast.

Primary games will all be played on Saturday the 22nd with an optional bout on Friday the 21st

If interested speak to your game store representative or email refugeesoftheoldeworlde@gmail.com or you can check us out on Facebook, just look up Refugees of the Olde Worlde KoW Tournament for updates and information.

# LOOKING TO ADVERTISE YOUR GAME GROUP, BLOG, PODCAST, OR OTHER MANTIC GAMING ORGANIZATION?

## CONTACT THE IRONWATCH MAGAZINE TO PLACE YOUR AD IN THE MAGAZINE FOR FREE!



# Outlanders Gaming Guild

**Omaha, Nebraska's Premiere Tabletop Gaming Group**

**Kings of War played on Thursday night at Dragon's Lair in Millard**
**5022 South 153rd St. 5-9PM**

**Contact Russ Barnes for more information by emailing**
**isanti314@gmail.com**
**Also look for us online at *OutlandersGaming.Blogspot.com***

**We welcome all gaming enthusiasts: young, old, experienced veterans or those new to the hobby.**

Outlanders
Gaming Guild

LOOKING TO ADVERTISE YOUR GAME GROUP, BLOG, PODCAST, OR OTHER MANTIC GAMING ORGANIZATION?

CONTACT THE IRONWATCH MAGAZINE TO PLACE YOUR AD IN THE MAGAZINE FOR FREE!

The Carterton and West Oxon Wargamers

CWOW

*Friday nights from 7pm*

Find us on Facebook or email jason.flint@hotmail.co.uk to get in touch

B.R.W.C.

BEXLEY REAPERS WARGAMING CLUB

MONDAY NIGHTS 7 - 11PM
AGE 16+

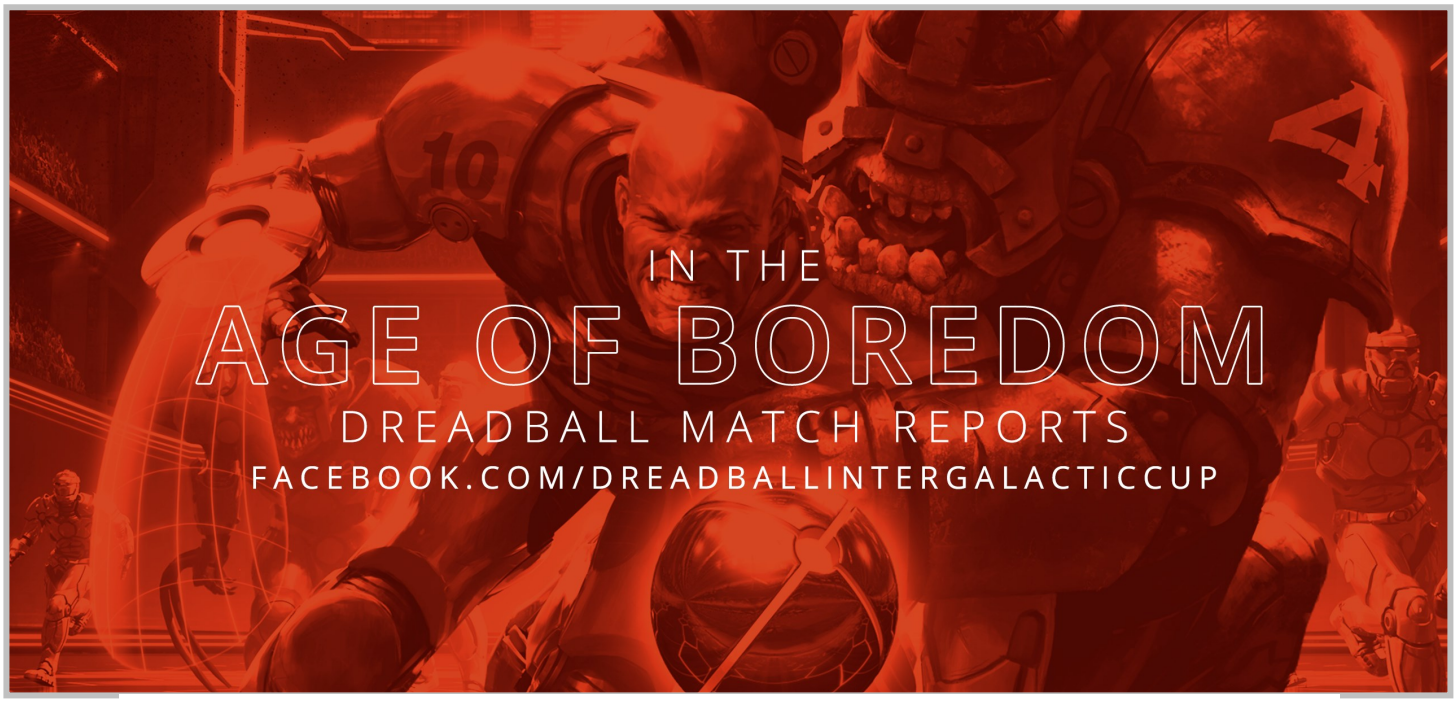
FREEMANTLE HALL
HIGHSTREET
BEXLEY
DA5 1AA

WWW.REAPERSWARGAMING.CO.UK

MEMBER OF Invicta Gaming

We play in peace ... !!!
XTREME
DREADBALL
mantic

MARS ATTACKS
THE MINIATURES GAME
GET YOUR COPY NOW AND KICK SOME MARTIAN.... HELMETS
ACK ACK AAAACK!!! ... OR SMASH THIS FILTHY HUMAN RACE FOREVER..... AND DON'T SPARE ANY COW
mantic



**Mantic Radio has become Counter Charge!**
**Counter Charge! is the first podcast totally dedicated to Kings of War**
**Find us on iTunes or visit us at www.ohiohammer.com**

*Kings of War Siege by "SneakyChris"*

# INSIDE:

## DUNGEON SAGA: HORDIN'S LAST CALL

A new set of scenarios, these detail the adventures of Hordin and his associates as they return from retirement to dungeon-delve again...

## THE ORDER OF MAURICE

An unlucky thief finds himself in the company of new and unfamiliar jailors, bound for lands cursed and filled with wealth for the taking...

## DEADZONE: THE CLEANSING

As Rylor Ing prepares for his return mission to the Deadzone he was almost killed in, his new commanding officers must determine how much they are willing to risk to stop the Plague...

## AND MUCH MORE!